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- The software also features some extra BASIC commands. 64K unit expands 464 to 128K.
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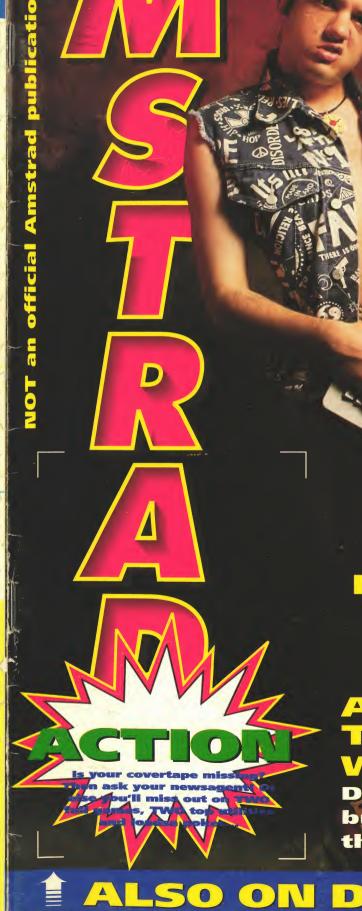


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222, TOTTENHAM COURT RD,



ISSUE NO.85 OCTOBER 1992 £2.50

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The latest news from the public domain scene, plus a close look at PowerPage 128 – including a mini walk-through of a page being made



JERRY GLENWRIGHT presents four new programs to type in yourself, PLUS his regular beginners BASIC tutorial

Games

Making the game

WILD WEST SEYMOUR IS Almost finished. ADAM PETERS hits Leamington to round off our game development series

36 Balrog

The fiend with a face like a festering fishcake guides us once more through the twilight zone of adventures...

43 Power up

The low-down on all the games tested this month plus the top 20 games charts



Cover feature

30 Make some noise!

Get a MIDI interface for your CPC and become a top pop star – check out our special feature on making music with your Amstrad!

44 erica

American Tag Team Wrestling

Does this budget game from Zeppelin flatten WWF? ADAM PETERS grapples with the verdict

45 Soccer Pinball

A flash of genius or just plain daft? How can you play football on a pinball table? ROD LAWTON puts on his Pinball Wizard LP and struggles to get his bearings... (there's a joke in there somewhere)



47 DJ Puff



A dragon who's a disc jockey, a giant whelk that launches mines... ROD LAWTON enters a rather odd little world

48 Action Replay

ADAM PETERS checks out another batch of budget re-releases. Great value, or past their sell-by date?

Cheat Mode



A complete solution to Hubson Hawk, loads of LEMMINGS help, tons of Multiface pokes and tons of keypress cheats

Regulars

The Tape Pages

The full low-down on this month's covertape progs, including instructions, playing guides and more

8 Reaction

Dear Amstrad Action, why not let ROD LAWTON do the letters pages? We miss this ready wit (with a silent 't')

10 Amscene

News of a DIY 6128 Plus tapeloading conversion, plus Scull PD's label printer and more, hot from the AA newsdesk...

Action Zone

Who's doing what on the Amstrad scene – previews, Interviews, comment – and the Amstrad Action seventh birthday celebrations!

16 Subs

What are you waiting for?
Subscribe today and get a
free gift! And, of course, AA
delivered direct to your door
for the next twelve months...

ACTION

Stand by for some stonking CPC software – this month's covertape boasts all these droolsome progs:



On the Run

Something's gone horribly wrong in a chemical
warfare experiment, and
you have exactly one hour in
which to find six dangerous
flasks before they become
'active'. No problem! Except
you've got to find them first



Link

LINK is like the game
CONNECT-4 – except that as
soon as one player gets a
row of four counters, these
counters disappear and the
game goes on. The extra
gameplay comes from what
happens when counters drop
down into the spaces left by
the completed rows. Very
tricky stuff...



Pokes Galore!

This month we've got cheats for all the following top Amstrad games: MULTIMIXX 4, SUPER SEYMOUR, PUFFY'S SAGA, STRYKER demo and ANARCHY (AA80 covertape), BOMBFUSION, ROBOCOP, FRANKENSTEIN JUNIOR, COMBAT SCHOOL, classic shoot-em-up R-Type and Wonderboy!



Worktop

Ever fancied a WIMP front end, like those sported by flashy 16-bit machines? Richard Fairhurst's excellent interface does it all – it looks a hundred times better than Amsdos, and it's a hundred times more useful!



Disk Organiser

OK, here's a little question for you. Do you know which disks your files are on? Yes? Then you're a smarmy geek. No? Then you need the brilliant Disk Organiser.

Just turn the page for all the details 🗪 📂 🗪

ACTION On the Run

Vour score.

You gain

Pitiful, isn't it?

points by pick-

ing up certain

assume it's horrible).

Loading: On the Run is the first I item on the menu. (Rewind to the start of Side 1 and press CTRL + ENTER to load the menu.) Make sure it's the program highlighted, then hit the Enter key to load it.

We've got a problem. Actually,

we've got several problems. The first is that we live in a world where governindulge warfare experiments. The second problem is that the bods in charge of this experiment have dropped a bit of a clanger, and contaminated the area with deadly substances. The



If it moves, shoot it. If it doesn't, collect it. We can thank the original instructions for these two pearls of wisdom...



Yikes! Contact with the mutant monsters (in this case, a deformed dinner-plate) will severely sap your energy.

Can you find six canisters of a deadly chemical cocktail before they become 'active'? Things have already got a bit nasty, mind, what with these deadly mutant plants all over the place...

What does it mean?



Look nasty, don't they? Actually they're utterly harmless bits of scenery - huh!

something unmentionably horrible (well, the

fact a vast maze made up of some 300

screens. Problem five is that it's inhabited

by all sorts of mutant plants which whizz

around trying to do you in. Problem six, of

course, is that it's all down to you to find

through contact with the indigenous wildlife

(contact saps your protective suit's energy,

you see) than run out of time. Your time

To be honest, you're more likely to peg it

many flasks you've collected so far... er, none.

Look, vou've got less than an hour left! Time enough to get killed approximately 487.945 times...

This twitty-looking, pot-bellied gimp of a man is you. How

limit is a whole 60 minutes, which is a long third problem is that there are also six time to spend fighting off bioluminescent flasks located somewhere within this area, cabbages with wings. and in one hour's time they're going to do

The controls are pretty easy-peasy. instructions didn't mention it, and we Joystick left and right to control direction and up and down to move, er, up and down. Just three problems, then? No, not Pressing Fire shoots the nasties. The main really... problem four is that this 'area' is in options screen lets you define keys.

On the Run controls Keyboard or joystick control

Spacebar	Smart bomb
	Centre screen
N	Thrust
M	Fire
X	Right
۷	Len





ncer move. Well, it will be later...

presses home his advantage.

Never mind all this childish arcade-style nonsense. What we want is a bit of ver actual intellectual challenge, like. Which is what you get with this excellent two-player puzzler...



direct from the main menu.

don't need to be told the rules (unless you're a cheating gimp like Adam - ed).

You start off with an empty grid 7 slots wide and 6 slots high. Each player in turn drops a counter down one of the slots. where it either drops to the bottom or sits on top of any counters already dropped down that slot.

ters. This line can be horizontal, vertical or covertape. diagonal. Now in Connect 4 you've won the game when you do this. In Link, though, as soon as someone gets a line, the counters in the line disappear, Tetris-style, and the counters above drop down one.

This makes things a whole heap more complicated. You might get a line, only to have your opponent score one as a result, because of the counters dropping down. Or you might leave them in a plum position so that your enemy can score with their next

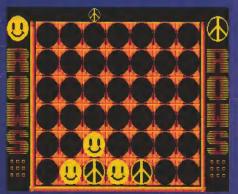
Loading: Link is the second program go. What's more, once you've scored a row on Side 1 of the tape. You load it over your opponent, they've got more counters in the playing area...

Hmm - it all gets very tactical. Ever played Connect 4? If you have, you Particularly since the winner is the first person to get nine rows rather than just the one (you can set other numbers than nine). In practice, though, the winning margin is seldom more than one row, since the person who's trailing has at least four more counters on the screen.

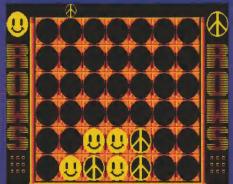
By the way, Link is from New Zealander Jeroen Erkens, the man who brought us the The aim is to form a line of four coun- rather excellent Balldozer on the AA70

Link controls **Keyboard control**

Q	Player 1 Left
W	Player 1 Right
Z.,	Player 1 Drop
0	Player 2 Left
	Player 2 Right
	Player 2 Drop
	irn to menu coreen



Nukey has a plan. Smiley spots it straight away and goes in for the kill.



Nukey drops a counter at random, and smiley starts reading the instructions...

How to load your covertape

Just pop the tape into your machine, making sure it's rewound to the start of Side 1, and then press CTRL + ENTER (or type RUN""), then press any key and the tape will start loading.

Within a few moments you get a menu screen. Choose the program you want using the Spacebar, then hit the Return key.

On the Run and Link are on Side 1 of the tape, together with the game pokes. Worktop and Disk Organiser are on Side 2.

- Note that the game pokes. Worktop and Disk Organiser are not loaded directly from the menu. Instead you have to quit back to BASIC and use the RUN"(filename)" command.
- Worktop and Disk Organiser are for disk users only. They can't be run from tape, and must be transferred to disk before.
- If you have a disk drive either built into your machine or plugged in, you will first have to type Itape to switch the computer to tape loading. You get the I character by pressing SHIFT+@. Then just proceed as normal.

Disk owners!

The covertape contains its own tape-disk copying program. To transfer the programs to tape, simply select the tape to disk transfer option on the menu and follow the instructions provided.

• 464 owners with external 3-inch drives will have no problems, but 6128 owners will need a cassette player with a REM socket. Stopping and starting the tape manually is difficult.

There may be situations where this won't be possible, though. 6128 Plus owners cannot load software from tape (unless their machine has been modified, and ordinary 6128 owners may not have (a) a reliable cassette player with a REM socket or (b) cassette loading leads.

You can, however, order a disk version of the covertape from our duplicators, Ablex. To order a disk version, snip off the coupon on the corner of this page and send it with a cheque/PO for £2.00 to Ablex Audio Video, Harcourt, Halesford 14. Telford, Shropshire TF7 40D.

Duff tape?

We go to great lengths to make sure that our covertapes work properly. However, if you still have difficulty, try this:

- Loading at several different volume levels if you're using an external tape recorder.
- Cleaning the tape heads. This can be done with any commercially available cleaning kit.
- Adjusting the cassette recorder's head alignment. The alignment screw is located just to the left of the tane head, and is usually accessible through a small hole. Turn it a fraction at a time with a jewellers screwdriver. When the crispest sound is heard, the alignmnent is spot on.
- Tapping the cassette gently against a table edge - the spools may be sticking or jammed.

If you still can't get the tape to load then send the tape, along with a brief description of the problem and an SAE to:

AA85 Covertape Returns, Ablex Audio Video Ltd, Harcourt, Halesford 14. Telford. Shropshire **TF7 40D**

Worktop

Do you go green with envy when you see the WIMP front ends on 16-bit machines? Well now you needn't go green any more! (Unless vou've go a green screen.)

from disk. Either transfer all the goggling bit's new). covertape programs to disk, or order type RUN"WORKTOP"

"Cor, that's never an Amstrad, is it?" "It certainly is, my pathetic little friend." "But hang on, Amstrad's only have a one- any old text editor.

"Yeah, but it looks like a proper computer now, dunnit, like the ST or Amiga!"

"The Amstrad always has been a proper computer you repulsive tick. And here's a smack round the ear to prove it." [Spotty gimp staggers off clutching ear and wailing].

It's true, readers. There's nothing that the Amiga or ST can do that the CPC can't (in its own time, admittedly). The CPC too can display an extremely polished WIMP (Windows, Icons, Menus, Pointers) interface if you can't get on with the rather clanky Amsdos version. At least it can now.

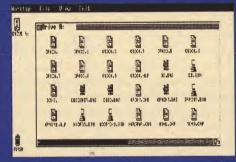
The first WIMP front end we saw was from ace coder David Wild up in Humberside. However, AA's very own techie new recruit Richard Fairhurst has polished version that will have 16-bit owners goggling certainly is.

Loading: Worktop can only be run and drooling (they drool anyway, but the

There's no space to go into all the things a disk version from Ablex. To load Worktop, it does here, partly because we've wibbled on too long and partly because it comes with its own DOC file which is over 20k long. We'd have had to write pretty small to fit that in... as it is, to read it, just load it into

> **Worktop controls Keyboard control**

Cursor keysMove pointer Copy keyActivate menu/option



Cor. that must be a Macintosh then, No? Oh. up the principle to produce this stunning er, an ST? What, an Amstrad? Yes, it most

Just imagine – your agent calls you up and says "Spielberg wants you to do your screenplay, can you send another copy?" But you can't remember which disk it's on!

Loading: Disk Organiser is the second and last program on Side 2 of the tape. It needs to be transferred to disk to run. Then type RUN"ORGANISE".

Why did nobody ever think of it before? You just write a little program to CAT a disk and store all the filenames in a database. If you ever need to find a file again, all you have to do then is carry out a search of this database and find the name of the disk it's stored on! Only 6K of code, but stupidly useful if you've got loads of disks.

Insert your new disc them press any key: Enter a despriptor Esshoake

This prog CATs all your disks, prompts you for a disk name, then stores the filenames in

Pokes

Bust open those games gathering cobwebs in the attic with these clever, itsy-bitsy little code-tweaking routines...

Loading: The pokes are the last things on Side 1 of the tape and must all be run from BASIC. To load them, type RUN"(pokename)". Here's the list:

AA80.GS Infinite lives for the Stryker and the Crypts of Trogan demo and Anarchy on the

MULTMIX4.GS Lots of goodies for all the games in this juicy little budget compilation. Now you've got no excuse.

PUFFY-GS Ever wish you had more energy after scoffing a leg of lamb? Well now you have! (Don't worry - it makes sense if you've played Puffy's Saga...)

SUPERSEY.GS Mr Potatohead (i.e. Seymour) gets to live for ever (i.e. gets infinite lives) in this super game (i.e. Super Seymour).



Seymour? Try our handy covertape poke.

WONDER.GS By special request, a poke to give infinite lives in the tape version of

COMBAT.PH Time running out on you in Combat School? This poke from vestervear slows the timer - useful for all those gaming old-timers

ROBOCOP.PH Another request - this one's for Robocop, and it stops your energy from going down. How can you run out of energy when you're a robot?

RTYPE_WW One of the all-time classic shoot-em-ups. R-Type was also a bit tough... until Mike Wong produced this poke. It lets you choose invulnerability, infinite credits or infinite lives. Maybe Rod can get off Level One now...

PONTE AP The tape version of Bombfusion gets the Andy Price treatment here - the first four levels are redefined, and you get infinite lives.

FRANK.AP Another requested poke, this time for Frankenstein Junior. It takes out all the ghosts, which makes life a bit easier!

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800K per disk. Since it was introduced in 1991 it has become the biggest selling software of its kind, by far. So much so that many people have converted their earlier 3.5" and 5.25" drives to dual mode capability, and switched to

360K, 400K, or 2 x 180K per side. Compatible with all CPC's and CPC+'s CP/M+, MF11, Stop Press; and all other software. 64 or 128 directory entries; verify disk; disk copy; file and batch copy. Unlike most alternatives each disk initialises the computer for its own format without using up any o the storage space. Once a disk has been formatted, MS800

Formatting up to 400K each side needs a SIDE SWITCH on the drive. We can supply a side switch and simple fitting instructions, suitable for 3.5" or 5.25" disk drives

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Readion



ROD LAWTON opens all the readers' letters this month, as Adam works on producing a hit single for this month's music feature (heaven help us!). Send your letters to: Reaction, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW...

Not a sissy...

How about putting the adventure Conman the Barbaric on the covertage? I mean, if Your Sinclair can do it, surely AA can too?

And ves. I know what you're thinking even as you read this: "look at the colour of the paper he uses, what a sissy, eh?"

I am not a sissy, never was and never will be. I'm Irish and this was the only paper I could find at the time so now you're well and truly sickened! Ha ha ha ha haaaa

Damien Kirwan Logatrina

Ouite frankly. Damien, what's good enough for Your Sinclair isn't necessarily good enough for us...

Anyway, we didn't think you were a sissy at all. And for your information, we were sickened right from the start (the colour of the paper, you see). Oh, and for any readers wondering what colour it is, it's a sort of cross between banana custard and tartare sauce. Yuk.

Some lead, others follow

You may recall that a short time ago ! won the £25 voucher in the "Crap Poem of the Month" competition in Reaction.

Apart from owning an Amstrad I also own a Sega Mega Drive, and last week I was flicking through the pages of Sega Pro, when what did I find?

An exact replica of my poem, apart from a few words which had been changed from 'Amstrad' to 'Sega'.

Please print this letter so that if the person responsible (mentioning no names) is reading he will know what a cheat and copying little beggar he really is! Tom Ash Bingley

No, we won't mention Christopher Patterson of thick to write Edinburgh's name, either, or own poem! that he reckons he would look good in a Sega Pro T-shirt (according to

Sounds like fun...

I read with great interest the letter from Mr. Bradley in AA83 and – with even greater interest the mag together, month after month. - vour answer.

I am quite new to the computer scene and what you said that we shouldn't do in your answer sounded like fun. How does one "interfere" with code? And what's "hacking" and how do I do it? And will I get paid if you print this? Must do it more often.

P.S. Great magazine, great tapes – thank you for both - and I didn't pinch this paper out of my school exercise book. I'm too old for that - I covertages - keep up the good work. pinched it out of my son's.

Sittingbourne

the console may have

asly fiddling and dying

"Game Over" came or

the cartridge (so far a

is broken, I thought i

sen.
I took it back and placed it on the

Pauline, you're the second person this month to seem sensitive about their notepaper. Quite rightly too, in this case. You know you really shouldn't steal from your children.

And neither should you harbour any thoughts of learning to hack. Yes, it may sound like fun, but many things in life that are 'fun' are also

No, you're not going to get any money, no matter how many times you write.

Well done!

I am writing to say "well done" for producing such a brilliant magazine. All together now... 3, 2, 1... "well done!" There is such a lot in AA: reviews, cheats, PD, an adventure column, tips, letters (like this one), words, sentences, paper, ink... the list never ends (my impression exactly - ed), does it? I find AA very humorous and enjoyable. Keep it up (please) because I'm sure everyone would like to see it prosper and grow (or is it grow and prosper?) These are my favourite AA staff charts:

- 1. Adam Peters
- 2. Rod Lawton
- 3. Er... are there any more?

Joseph 'Raving Nutter' Taylor Sheffield

Yes, there are load more, actually: Lam Tang (art editor), Tracy O'Donnell (production controller),

Jackie Garford (ad manager), Colin Campbell (publisher) and loads of other peeps who help get

By the way, despite such effusive and no doubt heartfelt praise, you're not going to win a bean. I reckon your letter was a cynical ploy to try to win a tenner. Besides, you put Adam at the top of your chart and not me...

Are Speccy games better?

I think your magazine is ace and I love your

My friend has got a Speccy and gets Speccy mags (Your Sinclair), but his tapes have got much better games on (which we play on all the time). These games are: Chaos. Feud. Crackout. Software House, Five on a Treasure Island, Ant Attack, Rebel, Samurai, Chubby Gristle, Defenders of the Earth and Rampage.

Simon Box Doncaster



We've already given you FAMOUS FIVE on the covertape - what more do you want?

Oi, Simon, don't you study your AA properly? We've already given you Five on a Treasure Island and Defenders of the Earth! As for the rest, half of them have never come out on the Amstrad, and the other half are no great shakes

Type-ins backlash

As a regular subscriber to Amstrad Action, I wish to formally complain and protest about the August 1992 issue in respect of pages 51, 52. 53 and 54 - Type-Ins and the BASIC Tutorial

These pages were simply a repeat of the same pages printed in the July 1992 issue and therefore the August 1992 issue is of a lesser value for money.

To correct matters, are you:

a) Going to issue a supplement of the four pages to cover the content presumably intended for the August issue, or

b) Going to double up the content in the September 1992 issue to 8 pages covering two lots of Type-Ins and two parts of the tutorial series without any deductions of other pages?

Simply to apologise and continue on will not be quite good enough, I'm afraid, you owe us 4 missing pages!

D. Webb Doncaster

I'm afraid apologising and carrying on is all we can do. The way magazines are printed and bound means it is quite impossible to simply add four pages to an issue at will. Besides, the four pages are not missing. You will find them in subsequent issue. Admittedly, four pages in the August issue were 'wasted' - we can't do anvthing about that now - but you won't miss any of the BASIC tutorial, or any of the type-ins we were going to publish...

...But look, hang on a minute. You've got every right to be annoved about the Type-Ins section being repeated, but I think you're taking us to task a bit too vigorously. Believe it or not, we do try very hard indeed to produce the best magazine we possibly can for CPC owners. We could just sit back, work 9 to 5 and turn out a dull, reliable product. We don't think that's good enough. though, so we make a considerable effort, every month, to produce the best CPC mag you can buy. Occasionally, mistakes are made - this was one of them.

We don't think editorial quality and content is easy to quantify simply as 'numbers of pages'. OK, this time four pages were 'wasted' - but a whole magazine filled with easy-to-write, easy-toproduce, easy-to-forget features would be a waste of an entire magazine, not just one sec- on Marti Caine's crap joke show.

Type-Ins backlash 2

You lot want to get your act together. I was very annoyed to find that the Type-Ins for AA83 are the same as AA82. Do you lot check the mag before you release it? If you do, please open your eves. Thanks. And does it mean that two copies of the covertage type-ins will be the same?

Duncan Hawkes (we think) Stockton-on-Tees

Now then, Duncan, how many issues of Amstrad Action have there been? 84 - correct. And how many of them have contained repeated pages? Let's count through, shall we... one! Yes, Duncan, we do check the pages. We checked these pages. However they subsequently had to be reprinted due to a slight imperfection, and the wrong file was printed. Next time we'll check pages as the leave the building (and maybe as they arrive at the printers, and maybe once the presses are set up, and maybe as the pages emerge...). It was a freak mishap, Duncan, and we're as annoyed as you are.

No, there won't be duplicated type-ins on the covertape. This issue we're replacing them with an extra program.

Don't go to Warrington...

I have four things to point out: 1. I think AA is fab, but I'm afraid it's my painful duty to inform you of a plot so dastardly

that you'll want to flush your head down the loo. A plot so treacherous that anyone with a nervous disposition should stop reading now. A plot so disloyal... (am I boring you yet?) (long ago – ed)

It all began a few months ago when my friend (who shall be called Mr. X for legal reasons) was contemplating purchasing a Nintendo Game Boy (hold on a minute while I just go and wash my mouth out with soap and water). However, I managed to persuade him not to, and to use his money to buy the greatest mag for the CPC. Unfortunately, the newsagent didn't have ACU in stock, so he plumped for AA instead (only joking!). (That was it, was it? The thing 35,000 readers and I were waiting for? You useless

2. I wish to complain about Reaction (what, the pitiful standard of some of the letters? - ed). The only reason that readers write in is to get their grubby hands on a £25 voucher. Why can't you give away £10 vouchers instead? Then more readers would get a voucher.

Incidentally, I would be delighted, nay, honoured, if you would present me with the very last

3. I know you shouldn't mock the afflicted, but another friend, Biddy, has a Commodore 128 (sorry, rude word!) ha ha!

4. Could you also tell Mr. X to shave off his silly moustache? (It looks like a slug!) Keep up the good work

Kerrill Grealy Warrington

- 1. What a load of old nonsense. You should be
- 2. Consider yourself neither delighted nor honoured. Er, that means you stand as much chance of winning £25 as crossing the channel on a bicycle. And no, don't try it...
- 3. Pitiful old relic. (The machine, that is I've never met Biddy.) The only machine in the world with a disk drive slower than tape loading.
- 4. You must have some funny slugs round

P.S. I don't think jokes about moustaches are funny. They're almost as non-funny as jokes about beards.



Someone from Warrington. If anyone ever suggests you go there, don't listen. You might bump into Kerril Grealy...

Rude and insulting

I find it extraordinary that you could allow a member of your team to be so rude and insulting to one of your paying customers by branding him an idiot for expressing a point of view on the presence of bad language in a particular program listing.

Are you so sure of your circulation figures that you can approve, not only Adam Peters' rather hysterical and flawed defence of bad language in his reply to Mr. Bradley but of his plan to hold an Idiot Correspondent of the year competition? Not, I would have thought. an ideal way to encourage correspondence from your readers. Nor. I suspect, will it do much to persuade more mature readers like myself to continue subscribing to your maga-

In my view, the use of bad language in most contexts indicates lack of maturity, low intelligence or limited vocabulary and I would ask Master Peters to seriously consider who is the real idiot here.

If he regards this letter as another candidate for his childish competition I shall be proud to stand alongside Mr. Bradley.

Robert Wallace Cheltenham

In retrospect it was unkind to call Mr. Bradley an idiot. We won't be having an 'Idiot Correspondent' competition. I few people have made similar remarks to yours, and we are bound to take note of them.

Beyond that, I side with Adam entirely. Have you read - properly - Mr. Bradley's letter and Adam's reply? Mr. Bradley objects to the use of the phrase 'don't give a damn'. That's up to him. I really can't bring myself to be remotely outraged by it in any context certainly not in a computer game.

I am outraged, however, by what he does next. He hacks into the game code using a special programming utility and objects to what he finds there, despite the fact that the language used will never be visible on-screen if the program is used as the publishers intended - as a computer game. If you type rude words into the hi-score table, you'll get rude words back. Simple as that.

Mr Bradley's objection is tantamount to someone climbing a step-ladder to look over a neighbour's fence and then objecting on the grounds of public decency when they discover they sunbathe in the nude! Frankly, what programmers put in the depths of their code is nobody's business but their own.

The comparison with BASIC listings is absurd. Listings are designed to be examined and understood as easily as possible. Commercial games are designed with quite the opposite in mind! The programmers go to some lengths to stop the public examining the code at all.

However, they can't be entirely prevented from doing so, as Mr. Bradley demonstrates.

Finally, Mr. Wallace, I'm glad you consider yourself more 'mature'. Nevertheless, it seems to me you've just spent most of your letter doing to Adam what Adam did to Mr Bradley.

Almschie

Are you the best games player in the country?

More news on the National Computer Games Championships being held at the Future Entertainment Show! The finals will be held on three different machines – the Nintendo SNES, the Sega Mega Drive and the Amiga. What, no Amstrads? Nope, but that doesn't matter. Noone's going to have an advantage because they're going to have to play on all three!

The games being played in the final will be Zool on the Amiga, Aquatics on the Mega Drive and Robocop 3 on the SNES.

Although the finals are being held at the show, there will be regional heats throughout the country on the following dates:

12th, 13th, 14th, 15th October

Glasgow Union Street Megastore Falkirk Games Centre **East Kilbride Games Centre**

19th, 20th, 21st, 22nd October Stockport Game Centre Manchester Megastore

26th, 27th, 28th, 29th October

Bromley Game Centre Croydon Game Centre **Guildford Game Centre** Ilford Game Centre Kingston Game Centre London Game Centre, 100 Oxford Street Birmingham Megastore **Bristol Game Centre Cardiff Megastore Newcastle Megastore Gateshead Game Centre**

Regional finals will be held on the Friday of each week in a local Megastore, and the winners of the regional finals will go to the grand final in Earls Court on November 7th and 8th.

Just to recap on those fabulous prizes, it's £10,000 for the winner and £4,000 for the runner up - and all national finalists get an Amiga, SNES and MegaDrive plus games! And all you have to do to enter is turn up at one of the stores in the list above on the dates given.

The competition is being run in conjuction with Bad Influence!, Yorkshire TV's forthcoming computer games show, and Virgin Retail.



AA sells more copies!

Amstrad Action has just been notified of its new ABC (Audit Bureau of Circulations) figures, and the official news is that with a figure of 35,298 it's selling more than last year!

Of course, this is a bit confusing if you're looking at the last issue and reading the figure '37,120' in the contents page. But to get a true comparison of sales you have to bear in mind that the year is split into two halves. The figure for the July-December period is always higher than that for the January-June period, so to get a true idea of how you're doing, you have to look at your sales for the same period last year.

The bottom line is that in the first half of this year our circulation was 35,298 people, while in the first half of 1991 it was 35,159. OK, it's not a big jump. The amazing thing, though, is that it should go up at all - the CPC (and Amstrad Action) is alive and kicking!

The only way is up! Amstrad Action's sales are higher still than last year's.



More ROM for **vour money**

ROM module to its line-up (see the special review gram to compete with Goldmark Systems' last month). The new ROM will sell for just £46, LabelMaker. Scull's Label-Design supports 3but has all the features of Brunword 6128 - plus, inch, 3.5-inch and 5.25-inch label sizes and is of course, all the speed and memory advantages being sold for only £2.50 (plus 3-inch disk and Brunword Elite printing system and the Infoscript . packages. relational database. These are present, but not For more information, write to: Alan 'upgrade kit' appeared soon...

Scull PD label printer

Brunning Software is adding a new, low-cost Alan Scully has produced a new label design proof its ROM installation. The ROM includes KDS stamped SAE). You get 21 different fonts to ROMDOS and Brunning's revolutionary As You : choose from and you can also import clip-art. Type spellchecker. What's more, our spies tell us . And since Label-Design saves labels in standard that, lurking within the new ROM, are the 17K format, it's compatible with most CPC art

'enabled' - but we wouldn't be too surprised if an Scully, 119 Laurel Drive, East Kilbride, Glasgow G75 9JG.

Cheap 6128 tape loading upgrade

at not being able to load tape software - including the AA covertape!

Up until now, the only solution has been to send your machine off to be 'converted'. Well reader Chris Johnson has sussed out how to do the modification (which is very easy if you can handle a soldering iron) and is offering a diagram and full instructions for the price of just £5! The materials you need come to less than £5, so you can do the whole job for a tenner. Be warned, though - there's no facility for a REM socket, so you'll still have to stop and start the tape player

He also has a tip for Plus owners who've had their machines converted and are still having trouble saving covertape programs to disk. He reckons that if you select the 'Transfer to Disk'

If you've got a 6128 Plus you're probably fed up option as usual, then rewind the cassette back to the start of Side 1 before continuing, it will work!

If you want DIY instructions for the conversion, send £5 and an SAE to: C Johnson, 55 Carisbrooke Close, Langney, Eastbourne, East Sussex BN23 8EQ.



BrunWord

Elite ROM Module £125

This is the ultimate addition to a 6128 computer. Word processor, spelling checker, 33,000 word dictionary, relational database, 9 pin print enhancer, 24 pin 'type setting' routines and 10 superb fonts, all programmed into one high capacity ROM (256K bytes). Massive memory, small size and includes our latest innovations, the As You Type spelling checker and our System 2 simplified printer control.

We fit the ROM into a small ROM board and give it a thick coat of protective resin, making a neat module which plugs directly onto the expansion socket of the CPC6128 or 6128 Plus. The price includes our 8 bit printer status port.

Great Power

Plug on the module, switch on, type IBW and the whole system is immediately ready for use. Type into the word processor, if the computer beeps, press <f3> and ask for help, transfer the correct spelling and resume typing. Use the database to print labels, search for an address, transfer it to the word processor and print it out, all without a single disc operation to slow you down.

Exciting Features

The Elite ROM has a host of exciting features including 5 high quality high speed screen dumps for 9 pin and 24 pin printers. These are special routines using the 8 bit printer status port and they print incredibly fast compared to desk top publishers. Every dot of ink on this page, including the drawing, the large 'BrunWord', our name & address, credit card symbols and Teddy. was printed in one operation using the BrunWord Elite ROM module and an Epson LQ1070 printer (wide carriage LQ570).

For simple layouts, System 2 can be set to Auto-formatting which enables micro spaced printing to be used without any layout instructions even when using proportional fonts.

Any Printer?

All ROM modules work with any Epson compatible printer. All 24 pin printers can make full use of BrunWord Elite. Older designs of 9 pin printers (Amstrad DMP2160 etc) are limited to whole space justification but modern 9 pin printers (Star LC10 etc) can use micro justification.

Free ROMDOS

If you have a second 3.5 inch disc drive then you need KDS ROMDOS. We can supply this programmed into your ROM at no extra cost. (Not 6128 Plus). BrunWord ROM solves the frustration of disc drive confusion by always using whichever drive has the disc in it. Using a 3.5 inch disc drive with BrunWord ROM is simplicity itself and the ROM manual now covers our 'undocumented' command which enables a 3.5 inch disc to import and export text to a PC

Remember.... No ROM box is needed.

BrunWord 6128 £30

Complete word processing package (disc) with word processor, spelling checker, 30,000 word dictionary and card filing programme. Type RUN "BRUNWORD" to load the word processor. spelling checker and the dictionary. BrunWord 6128 out performs all other word processors for the 6128. A fast screen response, extensive editor commands and the 4000 words per minute spelling checker, make it a joy to use. On the disc is a tutor file which takes even a complete beginner straight into word processing and demonstrates the powerful editing and formatting features of BrunWord. The 40 page manual includes step by step instructions to produce and print a simple letter.

6128 ROM Module £46

The same as BrunWord 6128, without the card filing programme, but supplied as a ROM module, with free ROMDOS (not Plus) and our fabulous As You Type spelling checker. (6128 Plus - add £12). Don't forget.... no ROM box to buy!

Info-Script ROM £79

The Info-Script ROM module is a complete data processing package, including all the features of the 6128 ROM. Even with 1000 names and addresses loaded into memory for instant reference, you can type a 10 page document in the word processor and your spelling will still be checked while you are typing. Stop anytime, use the database to search for a reference (typically taking 1 second for the search) and return to your typing. You could, if you wish, leave a marker in your text and transfer the data. Each programme remains just as you left

it, with instant access. Can be upgraded to the full Elite ROM.

Comparisons

We have tested BrunWord 6128 and Protext with the same file of 3366 words. The first test was to compare the scrolling speed of the screen, using line by line scrolling. This is a vital performance test as the CPC6128 tends to be naturally slow at this task, BrunWord scrolled 40% faster than Protext.

Protext was the fastest to justify but used a simple process that added spaces at the centre of each line, giving the middle of the text a bulging appearance. It did not display as it went along and so needed a separate operation to see the result. BrunWord displayed as it justified and produced a balanced appearance.

Our simulated typing test achieved 218 words per minute. Both BrunWord and Protext had no trouble at this speed.
The spelling test checked all 3366

words. BrunSpell took 52 seconds and needed no disc changes. Prospell took 6 min 24 sec and needed 8 disc changes.

The find and replace in Protext is confused by words starting with a capital letter so it always requires two separate operations. BrunWord is more sophisticated and automatically handles both variations in one operation.

Quotes

"It's totally brilliant..... carries on the extreme user friendliness of Brunning Products to a very high standard.... I have one of these little gems plugged into the back of my CPC right now..... The BrunWord ROM has performed in an exemplary fashion on all fronts." Chris Knight (ACU Editor) - ACU August 1991.

"....(BrunWord) in itself is quite uncomplicated and easy to use. That's the beauty of the system - you can just sit down and start typing.... the fastest most efficient spell checker anywhere Info-Script is a formidable piece of software engineering. The fact that it's instantly available from BrunWord makes you realise just how powerful this whole package is.... The BrunWord ROM is a truly excellent product."

Rod Lawton (AA Editor) - AA September 1992

"Two weeks ago today I received my copy of BrunWord 6128 and would like to say how delighted I am with it. Although I am a qualified touch typist, I expected to take ages to get used to my first professional word processor and could not believe that only after a few short hours, I was using BrunWord as if I had had it for years, it is so well thought out and user friendly. often have very difficult documents to type, lots of centring, underlining, indentations and numbered paragraphs. Four days after receiving BrunWord I typed eleven letters, an agenda and a set of complicated minutes in just two evenings. Miss Veronica Petter (Bristol) 20th Aug 1992.



Delightful line drawing by Chris Rothero, Dart Scanned by agreement.

Send cheque/PO/Access, Visa, Connect number to:-

Brunning Software

Little Clacton, Essex, CO16 9LS. Telephone (0255) 862308



BrunWord 6128 with BrunSpell (on 3in disc). . £30.00 BrunWord 6128 ROM Module with BrunSpell. . . . £46.00 464 ROM Module, BrunSpell & disc connector. . £59.00 info-Script ROM Module, BrunWord & BrunSpell. £79.00
Elite ROM Module, BrunSpell & Info-script. . £125.00

*** You must state 'Ordinary' or 'Plus' *** 464 ROM cannot be supplied with Plus connector All prices are inclusive for UK. Overseas orders sent insured air mail - Europe add £2.50 : Rest add £7.50

Shopwatch:

BRISTOL & BATH

There are still plenty of places around that sell CPC games, if you know where to look. Every month Shopwatch will list the software stores in a different town or city that have large stocks of CPC software. This month: our locals.



JOHN MENZIES, Southgate **Shopping Centre,** Southgate, Bath Our nearest software shop has a massive stock of budget games.

There's over a hundred CPC games on the EDOS electronic duplication system, plus an extra three shelves of Amstrad budgies. Totally excellent. FULL-PRICERS 2 BUDGETS 204



THE GAME STORE. Galleries Shopping Street, Bristol A very big stock in a very new shop. CPC games are on two

shelves right at the back of the shop. As well as loads of games. The Game Store also sells packages from the Fun School education series, plus other pieces of educational software. Oh. and they sell the CPC Azimuth Tape Head Aligning Kit too! FULL-PRICERS 19 BUDGETS 81



TOYS 'R' US, Cribbs eway, Junction 17, the M5, Bristol Toys 'R' Us stock lots of games, but all of them are from Ocean! There are recent full-pricers

(Addams Family, Smash TV, etc), half a dozen compilations, and a large selection of games from Ocean's budget re-release house, Hit Squad. FULL-PRICERS 9 BUDGETS 59F

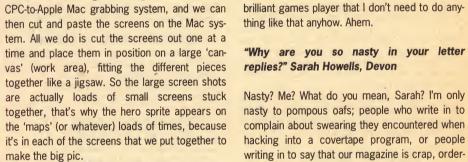


talk hard

It's the latest instalment in our new series where YOU, the readers, get to ask people in the 'biz' tricky questions (write to TALK HARD at the usual address). This month, it's our mate Spotty in the hot seat...

"How do you produce those big screen shots with labels? None of the screens are that big." Matthew Travis, Maidstone

Aha, those are done using Studio 8. my favourite computer program in the whole world. We 'grab' loads of screens from the game using our



with the program, such as moving sprites around. If you want to make your performance in the game look more impressive, you can use the



ADAM PETERS (fat person)

cut and paste facility to increase your score or your energy level or whatever. How about moving your sprite so it looks like you're killing the baddie that's trying to kill you? It's all so easy. Er... but of course I would never 'doctor' the pics like that. Oh no, not me, It just isn't ethically right, and besides I'm such a

brilliant games player that I don't need to do anything like that anyhow. Ahem.

"Why are you so nasty in your letter replies?" Sarah Howells. Devon

nasty to pompous oafs; people who write in to complain about swearing they encountered when hacking into a covertape program, or people writing in to say that our magazine is crap, order-You can do loads of other wonderful things ing us to cut out all the games coverage (if people really hate the magazine that much, maybe they shouldn't be buying it?).

Oh yes, and I'm nasty to people who are nasty

to other people; all those idiots who write in threatening violence against earlier correspondents, just because they disagree with what the other person said. And I'm sometimes nasty to people who talk nonsense. But apart from that... Oh yeah, I'm also nasty to people who consider themselves the voice of authority. And people who can't spell. And people from the Midlands. But apart from that, I'm nice to everyone. So get lost Sarah, you twerp.

Readers' broom cupboards

Blimey, are we talking cutting edge here or what? Welcome to the start of an exciting new series of spotlights on readers' cupboards-underthe-stairs. First up is one Michael



sunny France, whose broom cupboard is featured here. Michael tries to pass it off as his computer room', but we know a broom cupboard when we see one (and we're looking at one right now). Michael savs he spends most of his spare time sitting

Tanguy from

Athis-Mone in

in the cupboard. I know only too well what that's like Mike, but at least you've got a computer in there. I only had a piece of chalk in mine, which I used to mark off the passing days.

Readers, we'd like to see your broom cupboards. Are they as fab as Michael's? Maybe you've got a nuclear processing plant or a family of ostriches in yours. Take a look, take a pic and send it to us. Mike's won himself £10 in frog money for this piccie. Would you like the same (only not in frog money)? Send your pictures to Readers' Broom Cupboards at the usual address. It's our party and we'll cry if we want to. Crying's for The lowest scores girls though, so we'll put on silly hats and behave like loonies instead. We're seven, you see. Not us personally, you understand: the magazine, we mean. It's AA's seventh birthday this month. Blimey. It seems like only twelve months ago that we were

Happy birthday to us

We thought we'd have a big party to celebrate and planned to invite along some of the AA oldies (most of whom still work for Future Publishing). Then we realised that anyone who came along would want a slice of cake. All we could afford was a tiny cake in the shape of a caterpillar, and we wanted all of that for ourselves.

For that reason the three of us held a secret party when everyone else had gone home, noshed up on choccy cake, threw some streamers, put on some silly hats, and toasted seven years of serving the CPC community. Settle back as we list some of the facts and figures from the first seven years of Amstrad Action's glorious and groovy history...

The highest scores Lemmings (97%) Spindizzy (96%) Driller (96%) **Smash TV** (96%) **Turrican 2** (95%)

Prince of Persia (95%) Doomdark's Revenge (95%) Highway Encounter (95%)



The party's in full swing, and everyone's getting into the spirit. The look on Rod's face is a worry though (he's got the cake!).

World Cup Carnival (0%) Santa's Xmas Capers (6%) Pit-Fighter (11%) Fruit Machine Simulator (15%) 5-a-side Soccer (17%) celebrating our sixth birthday. Doesn't time fly when Plasmatron (17%) you're putting together Britain's most action-packed Nuclear Heist (19%)

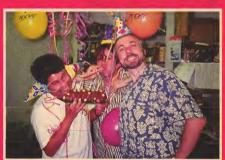
> The total so far Letters: 8 683 Game reviews: 1,738 Techie pages: 1,421 Covertages: 31 Issue 35s: 2 Karting days out: 1

Where are they now? Rob Wade: Downstairs Steve Carey: Next door Pat McDonald: Amiga Format Richard Montiero: Bournemouth

Trenton Webb: The pub James Leach: The pub Adam Waring: God knows

We couldn't have come this far without you, you lovely readers you. So bake yourself a lovely, scrummy cake and celebrate with us. Don't forget to send us a piece though. Oh yes, and we'd like some beer too. (And some jelly would be nice.)

Send all birthday cards and presents to the usual address. Here's to the next seven



We managed to prise the cake, if not the expression, off Rod. But now Lam's nabbed it! Adam's a bit, er, tired and emotional.

Phil Howard (AA's CHEAT Mode guru)

• Full name (including embarrassing middle

names)
Philadelphia Howard (bet you thought it was Philip!). I where it is? have a middle name that begins with F but there are only two people in the entire world unfortunate enough to be stuck with it, that's me and my cousin Bill. If Billy's not tellin' then neither am !! (Address withheld.)

• Printable nicknames

My kids call me dad, my wife calls me duck, and my ... Who would you most like to throw a wet dog calls me woof.

• Favourite game

I have an penchant for wild boar... In the computer stopped being a best seller. field however, Space Harrier, Gryzor and XOR were excellent.

• Favourite place in the world

Somewhere south of here, the sun is shining on a for the covertape, Rod.

pool. By the pool there is a table and a deck chair. On the table is a cold bottle of fizzy plonk. Who cares

• Who should be prime minister, and why? My big sister Kathryn, then I could flog intimate stories of her childhood (like the day she got stuck up a pear tree - snigger) to the Sundays for vast amounts

How about Alan Sugar for being such an efficient business man that he ditched the CPC as soon as it

Favourite cheat

I did a really great cheat for XOR (AA33), but no-one has ever seen the game! See if you can get hold of it

• How many roads must a man walk down?

OK Adam... what does this mean...? If it's about music, I'm a Pogues fan, if it's about TV then I like The Munroe Show, if it's about politics then I vote for the person with the silliest name (usually Liberal), otherwise the answer is blowin' in the wind.

• The most exciting thing about living in Mapperley is...

Apart from that it's where Cyril Smith learnt to hangglide, there's a place you can get videos for 50p a night. (The best one lately is The Hard Way - and I thought it would be rubbish).

How would you react if Freddy Krugger (Nightmare on Elm Street) knocked on your door late at night and asked to borrow a cup of coffee?

drank tea.

• If you needed extra fuel for a bonfire, which CPC games would you use?

I really dislike football games (in fact I really dislike football). So let's not wait: burn all the Emlyn Hughes', Gazza Lineker's and Brian Clough's interna tional world cup super soccer fortune champion manager games, here and now!

• If you had a pet wildebeest, what would

We have a dog called "the dog", a bird balled "the bird", a rabbit called "the rabbit", a guinea pig called "the guinea pig", and a goldfish called "the fish". If in the home. we had a wildebeest I would call it Doreen.

Most embarrassing incident

Some time ago (about when the picture was taken), I managed to be sick all down my future father-in-I would be absolutely horrified... I always thought he law's back. There are just no words at all for moments like these

Favourite thing about the CPC

It's the best, but the last, of the hobbyist machines no average lorry driver will ever learn so much about computers again!

• Have you ever seen a ghost?

No, and I don't really expect to (Sun and Moon in Capricorn!). I liked the film version though.

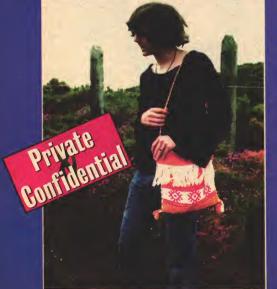
• Would you ever take your Multiface with you on holiday?

No. Call me old fashioned, but a Multiface's place is

Photo: Phil Howard mellowing out, circa 1972. (Dressing like this was quite normal back then, Phil assures us.)

Next month: Ask Alex host Alex van Damm reveals all in Private & Confidential

October 1992 AMSTRAD ACTION



AMSTRAD ACTION October 1992

The CPC is feeling the pinch. WH Smith and Boots both dropped the format early in the year, and the past few months has seen the supply of full-price games drying up, though there too, because you can get games for £4 are guite a few planned for Christmas release. What is the truth about the CPC market? Why are the softies and shops cutting back on the machine? AA reveals all:

"We do tend to kill off a format of our own volition" MATTHEW TIMMS. DOMARK

Last summer 55 CPC games were released and the machine was responsible for 6.8% of the the total computer games market. This summer it's 32 games and a 4.2% market share. Do the maths and you'll see that sales of individual games have actually risen!

Fancy paying £50 for a game you could get for £3.99 on your CPC? Then step right up...

softies care? Amstrad Action's circulation has risen from what it was last year, flying in the face of a supposed 'decline' in the market. But do the softies care? Of those Amstrad owners that do buy Sega and Nintendo machines. the majority are hanging on to their CPCs rather than £40, and you can do lots of non-games things impossible on a keyboardless console. But do the softies care?

No. What they care about - understandably really, in these recessionary times - is money, and there's far more of that to be made from the console market. For a start, cartridges are impossible (or at least very hard) to pirate. Then there's the fact that they seem to be able to get away with charging what they like for the games. Streetfighter II on the Super NES, yours for only £70 (official UK release)! Kind of gives the lie to that old software industry claim that games are so expensive because of piracy. doesn't it, when an un-piratable product pops up at the seventy guid mark? Sega and Nintendo cartridges cost about £6 to manufacture, incidentally, a mere £5 more than the cost of producing a game on two 3.5" disks.



to build upon and inflate the consoles fad to cre-

ate a piracy-free mass-profit games market.

But what of the future? The softies are keen to try and create a PC games market, since the PC is the only machine likely to survive the purge. (They can't kill off PCs as the machines are so

COMMENT The inclustry that killed itself

CPC software is out-selling PC and Super

software houses ignoring the machine?

NES software combined...so why are many

Whilst the reduced choice may be party responsible for this rise (less games to choose from means you're more likely to buy a certain game), it's clear that the big software houses have 'ditched' the machine far too early. As Matthew Tims of Domark admitted - when guestioned over his company's decision to stop producing games for the ST - "we do tend to kill off formats of our own volition."

So is the CPC dying? Of course not. The market itself is perfectly healthy, it's just the lack of games and the reduced number of stockists that is causing the problem. CPC software is, according to official industry figures, currently out-selling PC software and Super NES software combined, despite being so difficult to get hold of. But do

There's a lot less money in a market where people have grown used to not paying more than ten or fifteen guid for a game (the lower the price, the lower the profit mark-up), and many wait for games to appear on the £4 re-release shelves anyway. There are other problems with

producing CPC games now, not least the fact that many decent Z80 programmers are moving from the CPC and Spectrum to the Gameboy – it uses the same chip, and the pay is better!

All home computers are under attack. Lots of big softies (Palace, Storm, Domark, Audiogenic) the have stopped producing games for the

> Commodore 64; Domark and Mindscape recently announced they were not going to produce any more games for the ST: Anco, the people behind the Kick Off games, have just announced their withdrawal from the Amiga market.

It's widely accepted that within three years all home computers will have effec-

Shelves packed with CPC games, but the Virgin Megastore in Oxford Street is a rare oasis in Mario and Sonic Britain.

well established in business use, and it's PCs that are used to program games for other machines, including Sega and Nintendo consoles.)

While adults might buy and use PCs, how many youngsters (who form the majority of the gaming population) can afford a PC or the games for it (which are just as expensive as console games)? A half decent PC for games use (with sound card) would set you back about £1,000!

And here's the really grim bit: Virtually all the current programmers (across the formats) first got into programming through messing around with the computers they owned as youngsters; things like the CPC, Spectrum or BBC. What of the next generation of programmers? The kids that grow up today, knowing only consoles, have no opportunity to play around with simple BASIC and machine code.

So where are the programmers of the future going to come from? If they don't show, where will the games of the future come from? Will computer games go down in history as the industry that killed itself? And do the softies care?

Maybe they soon will

EARLY RELEASE NIGEI Mansell's **World Championship**

Good old Nigel. What a fine world champion he is, yes indeedy, him and his car, I guess Gremlin bods are rubbing their hands in a particularly gleeful manner over Nige's success, as it's surely bumped up potential sales of this game no end.

Nigel Mansell's World Championship sets you at the wheel of Mansell's famous Williams car as you race through the 1992 Grand Prix season, tackling loads of circuits, racing loads of other drivers and loads of other cars. (Presumably the same number of cars as there are drivers.)

There is a whole range of skill levels ("from wheel cleaner to world beater"), a neat learner track, and full world championship points system.

Of course, what makes the Amstrad version of Nigel Mansell's WC even more of a game to get excited about is the fact that it was YOU.



This should give you an idea of what Nigel Mansell's like. Like a racing game, basically.

dear readers, that made it happen. Gremlin were set to pull out of the CPC market. They came to AA and asked us to find out how many of our readers wanted a CPC version of the game. Hundreds wrote in to say "yeah, we want it".

Gremlin were overwhelmed by the response. realised the Amstrad market was very much alive and kicking, and the game hits your local software shops in a couple of month's time. Hurrah!

Software house: Gremlin Release date: December 1992 Price: £10.99 cassette, £15.99 disk

First impressions: Gremlin are old hands at the drive-em-up genre, and NMWC looks like being of the same high class we have come to expect from the Sheffield softie.



And there's tunnels in it. CPC screenshots in Action Zone the moment we get them...

EARLY RELEASE

Crazy Cars III

"Burn up the highways of the USA at the wheel of Lamborghini is much the worse for wear, with a your Lamborghini Diablo in the Crazy world of illegal Saturday Night Races," OK...

(Three weeks later...)

Crikey, those Americans and their illegal Saturday night races! There were loads of different routes and you had to try and ram your opponents off the road! Then there were the roadworks you had to avoid! And the cops, of course! Everyone was betting on the outcome of the races, to try and earn money to enter more races and buy fancy attachments for the car!

There were four divisions of racers and you could fit your car with radar detectors, night vision, and all sorts of hi-tech stuff. It was wild. man, and very, very dangerous. I survived but my



The first Amstrad screenshot to wing its way across the channel looks something like this. A road with cars on it. Hmm..

couple of bits missing and a couple of extra bits (pieces of mountain embedded in the roof).

Er, actually it's not my Lamborghini at all, it's our publisher Colin's. I kind of, er, borrowed it. Better go and tell him...

(Thirty minutes later...)

Erm, Crazy Cars III from Titus is out in a couple of months. Tell your Spectrum and C64 owning friends how fab it's going to be. Then tell them that it's only coming out on Amiga, ST, PC and Amstrad CPC. Ho ho!

And remember, don't try the things you do in computer games in real life, it's not good. Right, excuse me for a while. Six hundred, he said:

I must not drive other people's cars without

I must not drive other people's cars without permission...

Software house: Titus Release date: November 1992 Price: £10.99 cassette, £15.99 disk First impressions: Crazy Cars II was a massive improvement on Crazy Cars. If Crazy Cars III follows the same pattern, it could be a real smasheroonie

HERE COMES THE

Here's our monthly round-up of all the new games (budget and full-price) in the pipeline and details of when to expect them...

September POPEYE 3

Alternative • £3.99

A boxing game, where Popeye takes on monsters in a ring surrounded by cheering mis-shapen blobs.

SOOTY & SWEEP 2

Alternative • £3.99

Creeky Castle is the setting for this burglar-bashing

THOMAS THE TANK ENGINE 2 Alternative • £3.99

For younger viewers, TTTE2 puts you at the wheel of the famous choo-choo in a kind of puzzle game.

WILD WEST SEYMOUR CodeMasters • £3.99

The second arcade adventure starring everybody's favourite lardball. See page 28 for the latest details.

BULLY'S SPORTING DARTS Alternative • £3.99

Bullseve fans aboy! There's no questions to be answered here, just lots of darts to be thrown.

POSTMAN PAT 3

Alternative • £3.99

Delivery Dan's lost the keys to his van, so Pat must spend ages delivering the Yellow Pages. Ahem.

RECKLESS RUFUS Alternative • £3.99

A mazey shoot-em-up with a very original line in movement (involving numbered blocks).

ROBIN HOOD: LEGEND OUEST CodeMasters • £3.99

A platform game based on everybody's fave semimythical medieval lord-turned-outlaw called Robin.

CodeMasters • £3.99

Based on the NES game Micro Machines, and reminiscent of Supercars. Should be a scorcher.

SUPER ALL STARS

CodeMasters • £12.99

Turbo the Tortoise, Magicland Dizzy, Capt Dynamo plus newies Steg the Slug and CJ in the USA.

November

CRAZY CARS 3 (Titus • £10.99/£15.99) CRYSTAL KINGDOM DIZZY (CodeMasters • £9.99) FOOTBALL MANAGER 3 (Addictive • £10.99/£15.99) SUPER SPORTS CHALLENGE (CodeMasters • £12.99) SUPER STAR SEYMOUR (CodeMasters • £12.99)

December

ALVIN & THE CHIPMUNKS (Alternative • £3.99) DOCTOR WHO 'DALEK ATTACK' (Admiral • £6.99) NIGEL MANSELL'S WORLD CHAMPIONSHIP (Gremlin • £10.99/£15.99) STREETFIGHTER 2 (US Gold • £10.99/£15.99)

October 1992 AMSTRAD ACTION

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...and there's much, much more!

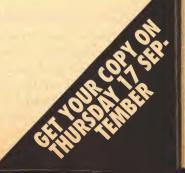
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Mega meg (a-), very big, 100% Sega Mega Drive, comin' at ya on Thursday 17 September (that's soon). Magazine designed for all serious Sega gamesplayers. aka: the mag with the most, The guide to Mega Drive and beyond... Slogan: Got a SNES? That's you stuffed then. Philosophy: to be the best. From the makers of Amstrad Action comes the ultimate guide to 16bit Sega gamesplaying: essential news, in-depth reviews, gamesplaying guides and dirty cheats. Be part of it.

TE C

100% PURE SEGA MEGA DRIVE...



Tecme FORUM

Another five pages of technical stuff for you this month, with a PowerPage tutorial, a review of MicroDesign and more. Write to: TECHNICAL FORUM. Amstrad Action, 30 Monmouth Street. Bath, Avon BA1 2BW.

COVERTAPE **PROBLEM**

am having considerable problems with two programs from recent covertapes. First of all PowerPage, which I have transferred to disk as directed. I type RUN"DISC and after selecting from the menu, all I can get is the message "Drive A: disc missing". I have even sent to Ablex for a copy of the covertape on disc and the result is the same.

I select the appropriate icon and choose either normal or reverse printing, the screen goes red and the number 47619 appears in the top lefthand corner. I'm getting desperate: please help. Philip Powell

No problem! First of all, PowerPage: this program speeds up the disk drive so that loading takes less time. About 10% of drives can't cope with this speed, and it SuperSonic, the music program? sounds like yours is one of them. Simply press "S" on the orange title screen to keep the disk drive at its normal speed. GPaint is less easily solved: red faces all round, I'm afraid, because somewhere in the process the printing routine got corrupted causing it to crash spectacularly. To make amends, the corrected files are on this months covertape.

AN EDITOR WRITES

Bolton

have written to you on 10 previous occasions and none of my letters have been published: however this letter is of extreme importance as its outcome may well mean the life or death of a fanzine-to-be, Impact. I have heard that a DTP package can take about half an hour to print out one full A4 page. As I'm not able to get access to a photocopier or a use a word-processor which can create ASCII printing press, it means that I will have to print out all the pages, so I would like to know if this is

Andrew T. Stoke-on-Trent

Sorry, it's quite true. The exact time varies according to how much blank space there is on your page and how your printer operates, but 30 minutes is a fair estimate. To be honest, printing out every single page on your printer is a crazy idea: you'll wear out expensive ribbons like there's no tomorrow. and if you're unlucky your printer head could give out (costing up to £80 to repair). Do the sensible thing: go down to your newsagents and buy a Secondly GPaint on the May covertape. I can- copy of Exchange & Mart, which has plenty of not get the program to print on my LC 20. When adverts for cheap mail-order photocopying services. You know it makes sense.

...AND ANOTHER ONE

I'm hoping you will answer my questions because I am trying to start a disk fanzine.

1. Is there any way to use drawings done on Advanced Art Studio in BASIC?

2. Which PD library should I write to for

3. Is there any shorter way to make text files than having to use the PRINT command all the

I will send you a copy of the first issue of my disk fanzine when it's finished.

It's good to see that AA's fanzine series is encouraging people to start their own fanzines! Anyway, the answers:

1. Uncompressed pictures can be loaded by LOAD "filename", &COOO. You'll have to set the inks up yourself.

2. SuperSonic was on AA's August covertage (issue 83). If you don't have a copy, order a back issue for £2.50.

3. Well, to create a text file the best way is to files (Protext is your best bet). You can then view it from a BASIC program as follows:

1000 OPENIN"filename" 1010 WHILE NOT EOF 1020 LINE INPUT #9,a\$ 1030 PRINT aS 1040 WEND: CLOSEIN

You might want to put in extra lines to pause if a key is pressed, etc.

EXPANSION OUESTIONS

1. My 664 uses BASIC 1.1 so does it contain the 6128's 40025 chip? If it does, then why doesn't CP/M Plus run on my machine?

2. How many peripherals can I have hanging off the back of my CPC? I'm thinking of buying a 3.5" disc drive. ROM-box and Multiface 2.

3. Do Stop Press and X-Press use all three of the AMX mouse's buttons, as my present mouse only seems to use its left button?

4. Is there any way from BASIC of accessing the extra 64k of the memory pack without using the supplied bank switching software?

5. Finally, how do you load compressed Art Studio files in BASIC or machine code?

Eddie Ballinger Dunfermline

1. The 664 ROM is slightly different to the 40025. There are two things tripping CP/M Plus up: one is a slight difference in the keyboard scanning routines, and another is the fact that the first thing CP/M Plus does is check for a 6128 ROM. If anything else is found, an error message is displayed. However, your dk'Tronics memory expansion manual contains details on how to adapt CP/M Plus (pages 3-23

2. Your above shopping list will work quite happily on your 664 - my own 664 setup includes all the above and works perfectly well.

3. Stop Press uses all three mouse buttons.

4. Not easily. If you enter MEMORY &3FFF, then you can switch in any of the extra four banks of 16k into the memory range between &4000 and &7FFF by OUT &7F00,&C4 (for the first bank), OUT &7F00,&C5 (for the second), etc. OUT &7F00,&C0 restores the normal setup. But if you want to do anything except PEEK and POKE, you'll have to use the supplied software.

October 1992 AMSTRAD ACTION

TYPE RIGHTER

If anyone else has bought Protype for their expanded 464 and is having difficulties getting it to work, alter the following programs and then resave them to a backup of the original.

Side B: Load up the program "PROTYPE" and alter MEMORY HIMEM+ in line 170 to MEMORY HIMEM- . In lines 220 to 240, the BASIC syntax IFONT."x"."font name" is not possible and so it will have to be altered to something like: fontname\$="font IFONT @font\$ @fontname\$

Side A (for use with Protext): Load "PCONFIG" and delete line 120. Then remove "ON BREAK CONT" from line 130.

After resaving, load the program "CONFIG.BAS", Replace line 10 with: 10 a\$="DRI-VER.EG": |PRINTER,@a\$. When run, it should now load up the fonts and perform as specified in the manual.

Paul Pippard Huntingdon

AA: Thanks a lot: I can personally vouch that Paul's letter was printed with Protype and looks very smart!

DISK-IT PLUS

I tried everything to transfer my AA covertapes on my 6128 Plus, and now I've solved the problem of tape/disk transfer on modified 6128 Pluses. Follow the instructions in the transfer program, but remember we Plus owners have a manual REMote switch, i.e. a finger and our ears! Press PLAY then any key to start, and when the signal stops after each block, press PAUSE on the tape deck and count to 10 between each click on the disk drive (especially with PowerPage)! Good luck, this works 100% for me. Eastbourne

CALL GIRL

Some interesting CALLs for your readers: CALL &BB00: gets rid of function key defini-

CALL &BC6E: starts the tape motor relay. CALL &BC71: stops it again.

CALL &BCA7: shuts the sound chip up. CALL &BCC8: stop any machine code interrupts.

I hope these work on all CPCs (I have a 6128). Finally, this little routine resets the TIME count to 0:

10 FOR a=&A000 TO &A008: READ b: POKE a.b: NEXT

&21,&00,&00,&11,&00,&00,&C3,&10,&BD

Rachel Lucas Haverfordwest

PARLEZ-VOUS FRANCAIS?

I have a French penpal who doesn't understand English. I prefer to send my letters to him as little BASIC programs but, until a few days ago, I was stumped as to how to print letters with accents on. As I've solved it I thought I'd share the solution for anyone with the same problem. Type this

intended to be used from your own programs. However, should you want to save space, this month's covertage includes a screen squeezer (SQ23) which does the job excellently.

FATMAN RETURNS

Being a considerable Amstrad user (!!! Richard) I wish to upgrade my 464 Plus with a disk drive and 64k RAM expansion. I have already got a Multiface and was wondering if it is possible to attach the disk drive and expansion to the back of my Multiface, therefore not having to detach it to use them. I would also like to know why, when I select one of the control codes on Protext (e.g., large) and then go to print on my Star LC-20, it comes out as normal print.

Simon Biggs Hampshire

The Plus owners are really out in force this month, aren't they? Both the disk drive and 64k RAM expansion will fit on the back of your Multiface (with the disk drive at the back). However, you don't actually need to fork out £50 for a RAM expansion: I understand that R&C Systems Design (081 552 8900) are hoping to offer an internal upgrade service for 464 Plus owners. (Incidentally, the reason I recommend R&C is because they've always undertaken any

5. Compressed Art Studio files aren't professionally. If you've had good experiences with other companies, drop AA a line!)

> As far as Protext goes, have you set up the control codes properly? You should use the SET-PRINT command to assign a letter to each code. then you can use them in your document by pressing CTRL-X followed by the letter. Make sure to save the printer driver and reload it whenever you want to print (using the PRINTER

THIS COMPUTER IS DEAD

We have had a fault on our 464 Plus (not another Plus! - Richard) after 7 months of correct functioning. The computer hums when switched on, and when F1 is pressed the computer functions correctly for a few moments and then red H's appear. Is this a virus or is it easily correctable? If so, how?

P Brown Luton

No! No! No! Please, everyone out there in reader-land, stop blaming things on viruses. The only (benign) virus ever known on the CPC floated around the German cracking scene a few years ago and is now virtually extinct. In general, viruses are pieces of code unique to 16-bit machines which corrupt your discs. They don't cause physical damage to your computer, and are pretty much unknown on 8repairs I've thrown their way quickly, cheaply and bits such as the CPC. The actual danger of such

infections has been enormously overhyped by the national press.

So, if it's not a virus, what is it? It sounds like something is either wrong with the actual cartridge (in which case, checking to see if the machine works with another cartridge plugged in is a good idea) or with the computer itself. If you still have a guarantee, take it back to the shop you bought it from and ask for a replacement. Otherwise, it's off to the repairmen for you again, try R&C on (081) 552 8900.

DISK DOCTOR

I am trying to load sectors directly from a disk, but am not having much luck. A CPC-owning colleague says that there are firmware routines available to do this: however, they are not listed in my 464 firmware guide (SOFT 158). Is this true, and if so, how are they used?

Dr. Jacob Adams London

The AMSDOS ROM contains a number of routines designed for purposes such as this. They are all in the form of RSXs, with the single-character names CTRL-A to CTRL-I. If you can find a copy of SOFT 968 (the complete CPC range firmware guide) or SOFT 158A (the disk drive firmware guide) they'll help you, but here's a sample assembler routine to load track 36, sector &C5 from a disk into &4000:

error number and HL contains the address of an "error status buffer". All other registers are preserved, except the flags. The routine can be adapted to write a sector to disc simply by using the command CTRL-E (so the last line would become "db 5+&80").

ld hl command

call & BCD4

ld (addr).hl

Id (romno) a

ld hl.&4000

MAND

routine

ld a.c.

ber of routine

sector into

ld e.0

ld d,36

Id c.&C5

addr: defw 0 ;inline

rst 3

address

number

are on disk, but for 464 owners who upgrade to disk it lets them load their original games more quickly. Romantic Robot, the makers, are selling off their last stocks now so you'll have to hurry if you want one!

Sorry Patrick, but the software companies don't sell their programs on 3.5 inch disk because all CPC owners with disk drives have a 3 inch drive. while only a few of those have 3.5 inch drives too so it's not worth the bother for you. A few PD libraries can copy their software onto 3.5 inch disks for you, though. 5.25 inch drives were quite popular a few years ago, but now that 3.5 inch is more of a standard on expensive (over-priced) computers like STs and Amigas the effect has trickled down to us Amstrad users and 5.25 inch drives are quite rare. It's probably better to go for a 3.5 inch drive, then: any drive advertised for the CPC will work with your Plus as long as you tell the company what computer you have.

A ROM is a silicon chip which contains a program, usually a serious one like a word-processor or programming language. They don't hold much (only 16k), but the best thing about them is that the program is ready to go as soon as you switch on no more waiting for it to load! To be able to fit ROMs to your computer, you need a ROM board which plugs into the back of the machine. What you've seen advertised is a "six socket ROM-board" which lets you plug in six ROMs. (Some let you plug in eight, but for most users this isn't much use as the computer will have reserved the extra two for the disk system and BASIC anyway). Finally, ROM-DOS is one of the programs you can get on ROM. It lets you use a 3.5 inch disk drive to its full potential, with each disk holding a massive 800k. Really good, except there are loads of programs in persuading programs to co-operate with its extra facil-

MORE DISK DRI-

Pauline Smith is a 464 Plus owner wanting

"I bought a 464 Plus last year - I got it originally for the kids to use but I found they nally for the kids to use but I found they couldn't be bothered waiting for it to load, so I thought that maybe I could add a disk drive. I am told that I need a DDI-1 interface, that it must be modified, and that I need a "widget". What I know about the working of a computer you could fit on the back of a stamp and also have room for the complete works of Shakespeare, so I hope you can

It is confusing, isn't it Pauline? There are two problems with fitting a disk drive to the 464 Plus (which, as you've heard, must be a DDI-1 model: other disk drives don't have the interface you need), one being that the connectors on the Plus are different (which is why you need a "widget" or adaptor), the other that it needs a few alterations to work on your Plus. What I'd suggest is that you buy a DDI-1 interface and drive from somewhere (try the AA Small Ads, they're cheaper than buying new), then 'phone around the Plus specialists for a few quotes on adapting it. It's quite a simple operation, so if you get charged over ten quid you're being ripped off! Three numbers to try: R&C Systems Design (081 552 8900), WAVE (0229 870000), and Dartsma (081 317 1170 evenings). Good luck, and let me know how you get on!

TECHNICAL FORUM (21)

:KL FIND COM-

;store address of

;store ROM num-

;address to read

;drive A (1 for B)

;jump to routine

parameter for

;return from rou-

:sector &C5

:track 36

romno:defb 0 ;inline parameter for ROM

command:db 4+&80;CTRL-D plus &80 (last

If the sector was read without problems,

carry is true and A is zero. However, if a disc

error cropped up, carry is false. A contains an

KEY O.CHR\$(160): KEY 1.CHR\$(161): KEY 2,CHR\$(162)

Then, whenever you want to add an accent into a line to be printed, insert this sequence: the letter, CTRL-V, CTRL-A, CTRL-H the accent CTRL-V, and CTRL-B. For the accent, press SHIFT and \ (backslash) for a grave accent, fO for a circumflex, f1 for an acute accent and f2 should you need an umlaut (good for those with German Alex Williamson

Portsmouth

SUBLIMINAL **MESSAGES?**

Users of Arnor's excellent Maxam 1.5 will find a secret message concealed within their ROM Type IOWXCL and all will be revealed: shame they never got around to writing the promised

Dave Brooks Hexham

AA: A quick look at some other ROMs suggests that users of the original Amstrad serial interface could try typing IROM-CAT,&FFFF. Anyone else discovered any fun hidden features?

IN AND OUT

I have a 6128 Plus which has been modified to accept tape loading. One problem I encountered is that the new BASIC doesn't seem to support the commands I had on my old 6128, ITAPE.IN. ITAPE.OUT, IDISC.IN and IDISC.OUT, After a short session with my assembler I came up with the following solution. Type in and run the following

10 FOR i=&AF00 TO &AF14: READ aS 20 POKE i.VAL("&"+a\$): NEXT 30 DATA DD 4F 00 DD 46 01 DD 5F 02 40 DATA DD.56.03.DD.6E.04.DD.66.05 50 DATA ED.BO.C9

This routine is a simple memory copy program, accessed by CALL &AFOO, location to copy to, location to copy from, number of bytes. To use it for the missing commands, you need to set up the Plus for tape or disk operation, copy the right part of the jumpblock to a safe place in memory, change the file system being used and then copy the original jumpblock back. A bit complicated, but easy when you get the hang of it. The INPUT jumpblock consists of 21 bytes from &BC77, and 3 from &BC9B. The OUTPUT jumpblock consists of 15 bytes from &BC8C. As an example, this will emulate ITAPE.OUT:

ITAPE CALL &AF00.&AF15.&BC8C.15 IDISC CALL &AF00.&BC8C.&AF15.15 **Edmond Sprucer** Heckmondwike, W. Yorks

AA: Good to see people getting to grips with the Plus machines! Edmond's routine is actually useful for all CPC owners as a memory copier. For example, to copy the screen to &6000, type CALL &AF00.&6000,&C000,&4000 and CALL &AF00,&C000,&6000,&4000 to get it back again.

Ask Alex...

Only me! ALEX VAN DAMM here again with that section of Techie Forum set aside for questions from people who are still just getting to grips with computing. Confused by hex? Lost in BASIC? Then I'm here waiting to hear from you. Send your beginners' queries to: ASK ALEX, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW. Rest asssured, I'll do my very best to try and help you...

TWENTY QUES-TIONS

Patrick Donaghey of County Derry is intrigued by a few of the products he's seen mentioned in AA.

"I would like to know something about a what they are capable of. What do ROM and ROM-DOS mean? What is a "6 socket" and what does it do? Adam Peters is a real wally and needs his head examined (too right - Alex). Can you get educa-

tional software or word processors on the 3.5 inch drive if I was to buy one for my Amstrad 6128 Plus? Would any 3.5 inch drive work if it was attached to my computer, or is a 5.25 inch drive better, and why? Please try and answer all the questions, the mag is great."

Phew! I don't think I've ever had so many questions to answer! Anyway, here goes... a Multiface 2 is a copying device that lets you put tape games onto disk. It won't be so much use to you, because as a 6128 Plus owner all your games

LOADING FROM DISK

they all are...

I must admit I'm a bit of a comnuter dunce - I've only had my Amstrad a few weeks - but I've managed to load the AA covertages fine up until now using my son's cassette recorder plugged into my CPC6128. Just last week, though. I tried transferring the programs on one of my old tapes to disk. Everything seemed to work fine... except that I can't get anything to load from the disk! I've tried RUN"DISC" RUN"DISK" and even ICPM (a tip) picked up from an old magazine) but nothing seems to work. What's gone wrong?

Rachel Priddy Gloucester

Nothing's gone wrong, Rachel, it's just that software is loaded quite differently from disk! For a start, most of the programs on the tape are loaded from the menu screen which is what you need to load first. Now on the menu is the first thing on the tape, and when you type RUN" (or CTRL+ENTER) when loading from tape, the computer runs the first program it comes to - the menu. Files are stored differently on disk, though - there's no start and finish to a disk, so you can't get the computer to load the 'first' thing it finds, can you? What you have to do is type RUN"MENU". This will bring up the menu screen, and you'll be able to choose the program you want!

MISSING FILES

I've got a 6128 and although I don't mind loading the covertapes from tape, I prefer disks. The trouble is, I've tried using the tape-to-disk transfer routine on the tape and, while many of the files transfer properly, some don't. I've tried it again and again and the same thing keeps happening. There can't be anything wrong with my equipment, can there, or nothing would transfer at all?

Raymond Pierce Solihull

From what you say, Raymond, it sounds to me as if you're using a tape recorder without a REM socket. To transfer software reliably, your 6128 needs to be able to switch the cassette motor on and off when it wants to. The transfer routine works by first loading a file from tape, then saving it to disk, if the cassette motor isn't stopped while the disk transfer is happening, the tape player is half way through the next file before the CPC is ready to start loading again!

What you need is any portable cassette

MicroDesign PINS

128k disk only • £11.99 (enhancer only), £29.99 (with original MicroDesign) • Campursoft, 16 Slatefield St, Gallowgate, Glasgow G31 1UA

Blasts from the Past (number one in a series): remember the original MicroDesign? Although feted by some as a DTP package, its lack of features in some areas (particularly text entry) made producing any sort of serious fanzine with it a slog. Peter Campbell, an MD enthusiast, got together with programmer Jess Harpur to try and remedy some of the problems: the result was the "Plus" enhancer.

If you buy the version containing the original program, two disks are supplied. The first contains MicroDesign itself, and the second MicroDesign Plus, Installation is a simple process, only involving running the "INSTALL" program from the Plus disk and swapping disks twice. From then on, the updated program can be run by RUN"DISC".

MicroDesign itself is primarily a graphics editing program which can be set to use one of three sizes of page: upright A4, sideways A4, and the high resolution "strip" format. All the features you'd expect are there, such as fill area, draw lines, text (four sizes are available)... However. don't think that the text option is suitable for typing in an article: to move from one line to the next, the cursor must be manually repositioned. Similarly, no text formatting options (such as word-wrap, justify or centring) are offered.

The program uses the strange concept of fullsize and half-size pixels. This basically means that any line, circle or whatever that you draw is twice as chunky as it need be, as MODE 1 size pixels are used. It is possible to restore them to the correct resolution by using Zoom mode, but this can be awkward due to the fact that you can't scroll the area being edited. Another major feature is "icon" operation, which allows you to load in a set of small pictures to be simply placed on the page or used as fill patterns. These are also used to create headlines (numerous fonts are supplied), and although the fonts are extremely well-designed and look impressive when placed on the screen, the lack of any automatic centring and the need to position letters individually make them guite fiddly to draw.

The filing menu is well implemented, with features new to MicroDesign Plus including user and drive change. The Plus version supports ROM-DOS. MS800. BigBonzo and other extended formats, which is a huge improvement over the original for those with 3.5" drives. Another improvement, as the program disables CTRL-SHIFT-ESC, is a soft reset option. The Plus enhancer, a separate program, can be loaded from this menu. If you have a page in memory, it must be saved before accessing the new pro-

Six options are available from the main menu, the two main ones being file conversion and customise. The latter of these is more easily dealt with: it lets you select a printer driver from IBM, Epson or the new user-defined option, and change the colours of the main program. Just as well, really, because the default colours are

The file conversion menu has six options. These allow you to reduce or enlarge a previously saved page area, reverse the inks in such a file, and change a normal 17k binary screen file into a .DR file suitable for loading into MicroDesign (no matter which mode the original was in). A further option gives compatibility with Stop Press/PowerPage cutouts (allowing access to the huge range of PD clip art available), as well as Stop Press pages. This permits dedicated users of Stop Press to print their pages with the far superior printing facilities in MicroDesign.

The one remaining option is that to convert a text file into a .DR file: a necessity for fanzine editors. A whole host of ontions are available for the sizing of the DR file(s) produced, as well as the welcome ability to have any size of text you like in any standard font. However, text formatting must be performed by your word-processor, and as for automatically flowing text around graphics or using proportional spacing; forget it.

Finally, two other programs are worth a mention, Goldmark Systems' Page Printer gives MicroDesign the unique ability to print out pages on 24-pin printers, and as such makes the two an essential combination for 24-pin owners. The other program is the forthcoming update to MicroDesign Plus itself, with even more improvements promised: upgrades will be available for a reasonable fee, so that people can feel happy buying the existing version rather than waiting for

GOOD NEWS Superb printing facilities User-friendly menu system Headlines fiddly to design

The start of a new series spotlighting a dif-

ferent programming language each month.

VERDICT 81%

Part 1: BASIC

Chances are, if you know a programming language, you know BASIC. The most popular language of them all has been around since the late 60s, but it only really gained prominence when Bill Gates and Paul Allen (better known as Microsoft, who now rake in millions with PC progs such as Windows 3) wrote a version for the first ever micro, the Altair. The micro explosion of the

PowerPage GUIGO PART 1

Judging by the number of letters Techie Forum has received on the subject. PowerPage must be one of the most popular serious progs on the covertage ever. It's also one of the most complex, so this month we're starting a three-part tutorial on how to use the program, and in the first thrilling episode we have... graphics!

Shove the PowerPage disc in the drive, and select option 1 from the menu. After a few seconds the screen should turn white, except for a black border and menu bar at the bottom, and a cross-hair cursor in the top right-hand corner. This cursor is used to create graphics in PowerPage: for example, say you want to draw a line. Move the cursor (using cursor keys, with SHIFT to move in steps of 8) to the start of the line, and press COPY. Then move the cursor around a bit: the line follows the cursor wherever it goes. (This technique is known as rubber-banding). Pressing COPY again fixes the line in position, leaving you free to do something else.

In a similar way, ellipses (circles or ovals) and rectangles can be rubber-banded. For rectangles, use SHIFT and COPY, and for ellipses. SHIFT and TAB. When you try to draw an ellipse. the rubber-banded shape will still be a rectangle. Don't worry about this - the ellipse will appear in the confines of the rectangle just as soon as you've pressed SHIFT and TAB once more. The only other immediate keypresses you need to know are TAB (to plot a point), and CTRL and TAB (to fill an area).

Let's say you want to draw a single-line border around your page (a necessity for professional-looking DTP pages). Move to the bottom left corner of the screen, making sure that it doesn't scroll, and press COPY. Move up to the top left corner of the screen, and press COPY again. The first line is fixed in place, You can now draw similar lines on this screen to the top right, and from there to the bottom right. When these three have been drawn, draw lines on the lower parts of the page - to get at these. move to the bottom of the screen and hold down SHIFT and cursor down to cause the page to

future productions: this involves using the menu bar, Hold down CTRL, and use cursor left and cursor right to move the highlight block on the menu bar from "Block" to "File". Then (still holding down CTRL) press COPY. The disk drive will churn around a bit, and you will be presented with a list of options. Press S (for Save), followed by the filename you want to save the page under (e.g. BORDER). Don't press ENTER yet, but remove the PowerPage disk, insert the disk you want to save onto, and then press ENTER, After saving, you'll be prompted to re-insert the PowerPage disk. This can be reloaded in future using a similar procedure, but pressing L (for Load, funnily enough).

Once you've got the hang of the menu bar. loads more options are available to you. The Page menu lets you move quickly up and down the page, as well as being able to clear the whole lot or print the page (A5 size). Just press the initial letter of the option you want, or ENTER or RETURN to go back to the menu bar. Another menu, the Block menu, can only be selected when you have defined a rectangle (using SHIFT and COPY) but haven't fixed it vet, Instead of drawing the rectangle. Block operations are available to save the area inside it as a Stop Press-compatible clip art file (the Cut option). reverse the colours of the block, erase or black out the block, or flip it vertically or horizontally. No "Move block" function is available (there are limits to what you can fit into 64k, you know!), but an alternative way is to save a piece of clip art using the Cut option and reload from another menu - the Import menu.

This menu lets you import any standard font (such as those that come with the Advanced Art Studio) for text, which we'll deal with next time, load in a piece of clip art in .CUT format (either saved as above, or by Stop Press; there are two example pieces of clip art on the disc, LONG-SHIP, CUT and FRAME, CUT), or load in a standard 17k screen file (Import Picture), Before next month's instalment, you might like to load the Ouick Reference sheet supplied with the program (load EXAMPLE from the File menu), and print it You might like to save this page border for out: it's an invaluable aid to experimentation!

and off from a switch on an external microphone - you must have seen them.) The cassette loading leads you use with the 6128 have a REM lead (they should have, anyway - if not, check with

TECHNICAL FORUM (28)

player than has a REM socket. (These are the

sockets that let you switch the tape recorder on

MULTI-LOAD MAYHEM!

Why won't Defenders of the Earth transfer to disk? I've tried everything and it just won't work. You don't say anything about it in the magazine.

Cambridge

The boys on Amstrad Action have got red faced over that one, Danny. The fact is that Defenders of the Earth is a multiload game. This means that the program itself is loaded first of all and it loads other files as it needs them. So, for example, when you get to the end of Level 1, the machine might have to load in Level 2. Now programmers almost invariably invent their own 'loaders' for these extra files to make them load faster. (A 'loader' simply transfers a file from tape or disk to the machine's memory.) These work fine from tape (as in this case) or disk, but never both! So while Defenders of the Earth worked fine from your tape, even though the files that make up the game would transfer to disk, the game still wouldn't work the programmers' special loaders would be 'confused' by the change to disk. That's why if you want Defenders of the Earth on disk (and any other multi-load covertage games, for that matter), vou'll have to order a special disk version from Ablex, Sorry, Danny!

TAPES WON'T WORK!

I always buy Amstrad Action every month, but I'm going to stop unless I get a tape that loads! I keep returning them to Ablex, but the replacements never work either. Come on Amstrad Action, get your act together!

Marc Hughes Aberdeen

Well Marc. I've taken a look at the tape you sent in with your letter, and I can't find anything wrong with it - it loads fine on my 464! I've spoken to the boys on AA and they tell me that 95% of the tapes people send back to the office don't appear to have anything wrong with them!

It's far more likely. Marc, that you've got a problem with your computer. One easy way to check is to see whether it loads other tape software. If it doesn't, there's your answer. If it does, try out the tips printed in tape pages before sending your tape back in despair.

 One final thing - DON'T send faulty tapes back to the Amstrad Action offices. They don't keep any spares there. All faulty tapes should be returned to Ablex. The address is printed both in the magazine and on the tape inlay.

MIND YOUR LANGUAGE

80s brought with it huge popularity as almost all machines came with a built-in version of the language, so that many young computer owners cut their programming teeth on it.

BASIC (Beginners' All-purpose Symbolic Instruction Code) is simple and easy to learn. Each with the lowest numbered line being executed first, then the second lowest, etc. Commands are in easy-ish English, so whereas you would use "writeln" to print a message on the screen from Pascal, BASIC uses "PRINT". This is not to say that good programs can't be written in BASIC, though: in fact, a recent PC version of the language (Visual BASIC, an implementation without line numbers) is recommended by Microsoft for those wanting to develop high-powered Windows applications.

CPC owners are lucky in being blessed with an excellent version of BASIC. Locomotive BASIC is fast, pretty much bug-free and offers features (such as WINDOWing) not usually found on 8-bit BASIC: it also interfaces well with machine code, which is essential for professional programs. And machine code is what we look at next month.

You've got all your pages together: now what? In the final part of our DTP/ fanzine series, **ADAM PETERS talks** printing and distribution...

So how do you get your magazine duplicated? The easiest way is to get it photocopied. You might be able to get this done for free (e.g. at your own or your parent's workplace, when no-one else is around), otherwise you'll need to hunt out a commercial photocopying service, such as a local library or Prontaprint-type place.

The good thing about photocopying is that you can run off a small handful of copies at a time, so you don't need to produce any more than you know you can shift. If you're confident of being able to sell 100 or more copies. though, it will probably be better to get the magazine pro-

fessionally printed.

below 500).

Take a look out the price table on this page. This is an example of the cheapest printing rates you're likely to find - the higher print runs are included to show how the price per copy drops the more copies you produce. 200 is the lowest print run at this particular printers (others go lower, but most 'posh' printers wouldn't consider anything

The cheapest you can get an A4 copy (single sided) done for commercially is around 7p. A 32page A5 magazine consists of eight A4 sheets printed on both sides (i.e. sixteen A4 sides). 16x7p=£1.12 per magazine. So 100 copies of a 32-page A5 fanzine would cost £112 to produce via photocopying. You'd then have to worry about

Hold the

المالية المالي

Part 3 of 3

getting hold of a long-arm stapler and spending a few hours putting all the single sheets together in

To get 200 copies of the same magazine professionally printed, collated, folded, stapled, and delivered to your door (using Juma Printing) would cost £111.44 (£101.64 plus £9.60

What's the

damage?

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The above prices include delivery, but

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£101.64 50.8p 3.2p

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for collating). So that's TWICE as many copies,

looking really professional (photocopies are notoriously crap quality), and already assembled as magazines. All for a few pence LESS than the photocopying option!

A couple of warnings though: You don't want to be stuck with loads of unsold copies (and debts) on your hands, so it's probably best to get the first issue photocopied to get some idea of how many you're able to

sell. And don't go to a high street printers (Prontaprint, Kall Kwik, etc) or the first printer you can find in Yellow Pages. An average printer would quote you two or three times the prices we've given here. There are a handful of printers around that specialise in fanzines, and these offer prices far below the norm.

Give any of these four companies a ring for their latest price list (which will also show costings for groovy extras such as coloured paper, coloured ink, glossy covers, card covers, etc):

The end of the series... you should now be ready to roll!

Printing (0742 720915): Cheap prices, reliable service, used by around 100 different football fanzines, and they haven't put the prices

Imma

Agit Press (52 Call Lane, Leeds): Part of an anarchist collective that also runs a record label. Very cheap prices, though the printing can be a bit crap. Happy with low print runs.

up since March last year (see table).

Catford Copy Centre (081-695 0101): Also very cheap (and a bit grubby), these people are happy with print runs of almost any size, no matter how small.

Technoprint 2000 (0532) 533920): A tad more expensive, unless you're doing guite a lot of copies, but the printing is of superior quality. Also offer the cheapest FULL COLOUR printing for fanzines that we know of.

Get busy

- If you're producing a fanzine on your CPC send a copy to AA by November 15th and we'll include you in our upcoming fanzines round-up.
- Got any gueries about fanzines or DTP? Write to: Fanzines Clinic, Amstrad Action. Beauford Court. 30 Monmouth Street, Bath, Avon BA1 2BW.

Selling the magazine

So how do you sell your little Xerox beastie? It's not easy. The best way to sell a large number of copies is to go and stand somewhere a large number of potential buyers are likely to congregate. Some types of fanzine have more opportunities to sell like this than others

If you're running a football fanzine, it's very easy. Football matches represent a regular gathering place of thousands of potential punters. With a music fanzine, it's also quite easy. Just go and stand outside any relevant concerts, nobbling the audience of their way in or out (or both). Computer fanzine folk have a slightly harder time of it. The only large gathering of the tribes would be a computer show.

autumn (Gamesmaster Live, Future Entertainment Show), people that go to computer shows aren't used to being accosted by fanzine sellers in the same way that footie fans and gig-goers are? And how can you tell which machine a certain individual has got? You could end up spending all day outside the show and

Another way to sell your magazine is to persuade a relevant shop (record shop, computer games shop, etc) to sell it. They'll expect a commission though; at least 10p a copy, possibly up to as much as 50% of

The most common, easiest and popular method

Though there are quite a few of these coming up this of flogging a fanzine is through the post. You can't really sell a vast amount of copies through this method, but with a lot of publicity you can probably build it up to a couple of hundred

> Publicity? Well you could start by sending a copy to AA - we'll be doing a big round up of CPC-produced mags in a couple of month's time. Then you could try taking out classified ads in relevant high

> Doing a fanzine is hard work, and you're more likely to lose money than make it, but it's great fun. It's just as much fun putting together a magazine with 35 readers as one with 35,000. So stop thinking



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The drive is ultra quiet, super slim and has an off-the-desk power supply. Please state your CPC model when ordering. This drive is not suitable as a 464 first drive.

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Existing MS800 owners can buy the rom version for £5.50.

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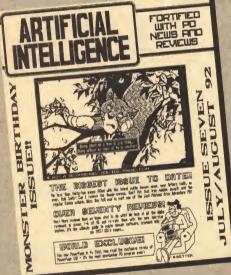
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New Libraries

GD PD has only been open for a month or so and already has an impressive list of software within it's library. The librarians, Dave, and his wife, Ged Lawson are also looking into software swapping overseas. What's more, they charge a mere 35p per disk side. The address is: 49 Woodville, Barnstanle, N. Devon EX31 2AY.

Also opened recently is Sleepwalker PD, run by a certain Joe Moulding (Mouldy PD would be plain silly). Joe claims that a lot of the software featured within the library is written by himself, in fact I have already seen a taster of his programming talents and it is of quite high quality. Software is supplied on tape and disk for just 50p per two sides. Write at once to: 9 Meeting House Lane Balsall Common, West Midlands CV7 7FX.

Gratuitous plug



The latest issue of Tim B's stonking fanzine, Artificial Intelligence, is a special 32-page anniversary issue, with reviews of about 80 (ves Mrs Simpkins, that's eight-oh) PD disks, together with all the usual tech top quality features. For your free sample copy, send £1.00 (to cover grouting costs) plus a stamped addressed envelope, to: Tim Blackbond, 19 Lee Street, Liversedge, West Yorks WF15 6DZ. Enclose a blank disk and you might even get some free software too (maybe). Go on, write that letter: you know you want to...

Gullam cleans the street

Matt Gullam, the librarian behind Presto PD has decided to re-organise the complete library. removing all the crap software. This includes the slideshows and bugged software. The new library looks very impressive, and it's nice to see a librarian putting a lot of work into a library's quality as opposed to size for a change. For the new catalogue, send an SAE to: Presto PD, 1 Pembroke Close, The Mount, Par, Cormwall PL24 2BT.

Public Image

Ev up, here's TIM BLACKBOND with all the latest public domain news and reviews...

POWERPAGE 128

by Richard Fairhurst

PowerPage is already the most popular DTP package on the CPC. Thanks to its appearance on an AA covertage, it has made its way into over 37,000 homes. True, just under half of those people will find it useless, but that's beside the point. But what can be done to better an already excellent package?

Well, the first thing would be to take out all the irritating disk overlays. Then, throw in a few extra features, you know, the ones that aren't possible with 64k machines. After that, why not make it compatible with ROMDOS? Oh ves, while we're at it, what the hell, let's put in a pop-up menu(*) system, a pattern fill routine and a zoom mode, enlarge the cursor a little bit then increase the speed and user-friendliness a tad. It's a tall order. So tall, in fact, that the spotty student behind the counter at Junk-Food King would be very reluctant to say 'You got it' when you make the request.

Most of the functions within PowerPage are split up into five sub-menus, selected from the main menu bar. These are:

Text: Consists of Set margins, Headline layout and Text layout. The latter two involve flowing text around graphics with either normal sized text or Stop Press headline fonts.

Block: Can only be selected when a rectangle has been defined on the page. This block can then be flipped on both axes, reversed, filled, wiped or saved as a clip art.

Page: Print and Clear are self-explanatory. Up. Down. Top and Bottom simply move to different parts of the page (each page consists of 70 lines spread over three screens).

File: Includes Load/Save Page, Load 8x8 Font, 16x16 Font and Clip Art, Select Drive, Erase File and Catalogue. Those that need these explaining should stop reading now...

Settings: Includes Text Spacing, Line Spacing, Autoflow, Flow Style, Print Quality (there are eight print settings, of varying densities), Text/Headline Size, Text Style. These all affect the way the text appears on the screen.

All in all, PowerPage 128 is the best DTP you will find on the CPC. Yes, better than Stop Press even. At last - Desktop Publishing without the

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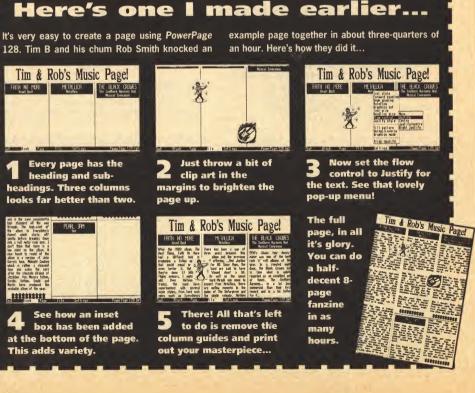
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making a game of it PART FIVE

Finishing touches

Yep, it's what you've all been waiting for - the final instalment of our game development series. Our man with a handful of rainforest: ADAM PETERS.

A 3-inch disk sits on CodeMasters press officer Richard Eddy's desk. Scrawled in felt-tip on the white sticker used as a makeshift disk label are the words Wild West Seymour CPC (finished version)', "We're happy with it," says Richard, "and the programmer is happy with it. It's the version that people will be buying."

A few miles down the road Pete Ranson vawns, rests his head on his desk and repeatedly groans out his wish to go home (or failing that, to the pub). This is Pete's first day back at work after a fortnight's holiday, and he's not really 'with it' vet. As far as Wild West Seymour goes, he doesn't need to be 'with it'. The game is finished and Big Red's role in the Wild West saga has come to an end.

"We've gone for quality not quantity" JON CARTWRIGHT

The Seymour story has relocated to the CodeMasters end of the A425, as the printing and production dates for the inlay are finalised. The big build-up for the game's launch has begun. Richard has started sending out press releases to all the relevant magazines and news- Cartwright, as Pete Ranson's desk-bound groans



"Coo, look. Have you read this in Amstrad Action about WILD WEST SEYMOUR being finished?" "Come on, Richard, get on with it - we haven't forgotten you're paying for lunch."

papers, and a decision is being made over how echo round the Big Red office, "that's interesting. much to spend on advertising and promotion. We didn't know the release date had been fixed. The release date of September the 22nd looms We're the programmers and no-one tells us anything." Oh dear, I hope we haven't started a big "September the 22nd," mutters Jon row here between Big Red and the Codies. Ouick, better change the subject.

Their inlay: the story

game? Wonder no more...

illustrator John Haslan probably thought a couple of weeks ago, as they spent several days faxing tion. New changes and suggestions were marked design she thinks will work best. on in pen as the digital postperson whizzed back and forth across the countryside. Many times over.

John is one of five artists that Shân uses for games," she says, "because his style is colourful house' where they are combined with the we're trying to create." The two of them had a printers, where the required number of inlays is head start with Wild West, courtesy of Big Red's produced.

Ever wondered how a software house like Pete Ranson. Pete produced a rough of his idea CodeMasters produces an inlay card for a for the inlay ("very few graphics people do that") and this was used as the basis for the illustration.

Once everyone's happy with the design, the Fax machines. They're brilliant. Or at least that's illustrator spends a couple of days drawing up the what Codies creative director Shân Savage and final (full colour) version. As soon as the finished artwork lands on Shan's desk, the game logo is designed on the CodeMasters Apple Macs. A few back-and-forth roughs for the Wild West illustra- different styles are used, and Shan selects the

A standardised template is used for the inlay, with the logo and text placed in their correct position. The inlay design is sent on disk to a illustrations, each artist having their own particular typesetting bureau to be printed out on to style. "John is the perfect artist for Codies cartoon transparent films. These then get sent to a 'repro illustration. The finished films go off to the



The end game

A few things were cut towards the end , acters just vakked and vakked and vakked... and a few things added after conversion from the Spectrum. Here they are...

Lost in the supermarket: Due to mem-

ory problems, the game has been cut down from five acts to four. Not much action has been lost though, as a lot of the missing act has been incorporated into the train section (which was originally only going to be six screens big, but is now much larger). The ending has been cut

down a lot too, but it now provides a good link for the next game ("whatever that might be"). Loads of speech also had to be cut. Originally, the charNow with added this: The CPC version features full colour sprites, not possible on the Speccy ("attribute problems") and the map has

> been changed to look extra nice on the Ammy. There's a palette switch halfway down the screen, so whilst the four colours in the panel at the top stay the same, the palette can be switched on the 'action screen' (e.g. when Seymour enters a tunnel). The Seymour sprite

moves very smoothly, with no flicker at all ("he sometimes flickers a bit on the Spectrum version"). 6128 owners get even better animation, plus six different in-game tunes.

Er, how does Wild West differ from Seymour to sell the game to the distributors and retailers. Hollywood, Jon?

"Well, for a start, all the things that were supposed to happen in Seymour Hollywood that they'll need to get made. The tapes are duplididn't will be happening in Wild West."

"Seymour's hands were supposed to move. They did on the Spectrum version, but for some reason they didn't on the Amstrad."

"They do move in Wild West, though. Look." He points to the screen. "Oh yes, and the end sequence didn't happen in Seymour Hollywood either, for some reason,"

Double oops. "But don't print that." Treble oops.

"This is a very important game for us" RICHARD EDDY

"There aren't as many rooms in Wild West as there were in Hollywood, but the game takes up more memory. That's probably because of the text. We've put loads of text in, including lots of thought bubbles."

It's certainly a tight squeeze. Wild West takes up the whole of the available memory on the 464 (about 43K of the machine's 64K memory is usable in programming). The map takes up 5K, the same as the music (there's six different tunes on the 6128). The graphics and text each account for 10K, and the animation of the Seymour sprite requires 6K (an extra 4.5K on the 6128, which has more detailed movement). Everything that's left over is taken up by the program code itself. Even though it's a smaller game than Seymour Hollywood, that doesn't mean that any less time was spent on it.

"We've gone for quality not quantity," comments Jon, quotably.

"Yeah," mutters Pete, wearily.

Big Red are trying to 'sell' the game to me (well, Jon is, at any rate), whilst elsewhere an army of CodeMasters telesales people are trying

The Codies need to collect all the orders in advance to try and gauge how many copies cated by Ablex (who also do AA's covertages). before being matched up with the inlay cards and those little plastic boxes that attract scratches like Tom Jones attracts grannies.

"This is a very important game for us." says Richard Eddy, "because we've got the Superstar Seymour full-price compilation coming out in a couple of months. How well Wild West does will leave an impression in the retailers and distributors' minds, and they'll be deciding how many Superstar packs to order on the basis of Wild West's performance."

The game took under three months to program, meaning that it was easily finished on schedule. On completion of every major new version (the adding of a new act or a major change). Jon the programmer sent a copy of the game off to the Codies playtesters, who tried it out, located any new bugs or mistakes, and checked that earlier ones had been corrected.

So how does it compare to your previous game, Prince of the Yolk Folk, Jon?

"Well, it's bigger. It's taken a lot longer to produce, especially with all the 128K extras. There's a larger map, more puzzles... As for whether it's better or not, well that's for the reviewers and the customers to decide."

Indeed - NEXT MONTH IN AA Wild West Seymour - the review



WILD WEST SEYMOUR is finished at last. Next month it gets a full review in AA...

Looking back

Since AA80 we've been following the progress of WILD WEST SEYMOUR, right from the very first planning sessions up until the finished product. But now all the hype is out of the way, how has the project really gone? And what do you think of the finished game? Come on, now, be honest...



PETE RANSON. COMPUTER GRAPHICS

"Me and Jon were both a bit disappointed that we had to cut it down so much towards the end. It was sad to see a

lot of work we'd done being removed, due to lack of memory. As for the game, it's difficult to say - you get so close to a project that you don't really look at it in that way. The graphics are good. I'm quite happy with it, I suppose."



CARTWRIGHT. **PROGRAMMER**

"It's much more than just a re-hash of Seymour goes to Hollywood. There's so much

in it. A cracking game and six tunes, all for £3.99. What a barg, punters. Squelchtastic!"



RICHARD EDDY. PRESS OFFICER

"Very much an excellent product to work on. Seymour is already well established

CodeMasters character, and this is one of the few games recently to have run to schedule. It's good having the programmers just down the road, it's meant there's been no slip-ups at all."



SHÂN SAVAGE, CREATIVE DIRECTOR

"It's all gone extremely easily. Big Red are a big help. Pete provided me with roughs of the illustration that

I could work from. John Haslan, the illustrator, has done a wonderful job. The Seymour character is good fun to work with, and it's about time we had a Wild West illustration."



PAUL RANSON. PROJECT MANAGER

"It's gone very well in terms of development. You can always rely on Jon to come up with a good game.

They've added lots of in-jokes to it, without me knowing, and it's all very entertaining. There's jokes in there for everyone. I'm very pleased."



DAVE WARD. PLAYTESTER

"It's ace, innit? It's as ace as Coventry. It was quite funny seeing the people I know in it. I really enjoyed it. It's

absolutely brilliant. It's really good. It's great."

Hmm... we think they're biased!



Burn your guitars kids, you don't need them any more (and you can't play anyway). Computers are where it's at musically right now, Just ask Altern 8. SL2. Prodigy, Kicks Like A Mule, Shut Up And Dance, Messiah, 2 Unlimited, Smart E's, Praga Khan, Inner City and thousands more.

The key to this music revolution is a wonderful invention called MIDI (Musical Instrument Digital Interface). MIDI is a kind of data language that allows electronic musical instruments to 'talk' to each other. It is possible to connect any MIDIcompatible instruments together, which will allow you to set them up to play in time with each other, use different items in conjunction (eg using a keyboard as a 'module' to play samples from a sampler), and so on.



Your computer could be your key to pop stardom, ADAM PETERS examines the whole CPC-MIDI-music-pop thang, and over the page we take a look at some of the packages available. From the top...

computer that has become the most popular for face and software packages include EMR MIDI music use is the ST, largely through being Miditrack Performer (£99) and the DHCP the only machine with an in-built MIDI port. But Interface and 8-track Sequencer package (£105). fear ye not, you can turn your trusty CPC into a throbbing MIDI beastie for as little as £50.

Being a techno pop star is the world's coolest profession

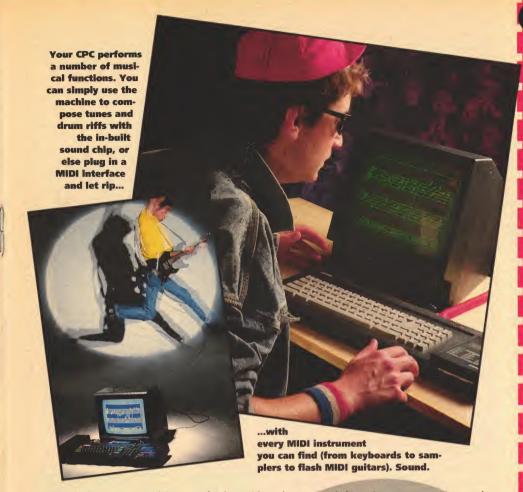
That money will buy you a copy of the RAM Music Machine, which consists of a MIDI interface using other MIDI equipment. (which plugs into the expansion port at the back of your machine) and some sequencing software. pick up a decent MIDI keyboard for about £100-MIDI really comes into its own when there is a lf you're prepared to splash out slightly more for £150, with a drum machine about the same

home computer at the heart of the set-up. The a more advanced system, other combined inter-

Sound it out

So what can you with a MIDI CPC set-up? First of all, as well as the computer, you're going to need some MIDI instruments. While the RAM Music Machine includes simple sampler and keyboard programs, and the DHCP package includes some demo files you can play around with, computerbased MIDI is really all about constructing 'tracks'

This doesn't work out that expensive. You can



price. In fact, you can pick up perfectly usable MIDI keyboards and beat boxes for as little as back of your CPC.

can play things on the instruments and edit the length and tone of the music on screen. You can loop sections (using a 'copy' command) and adjust everything so the instruments all automatically play in time. You have even more power at your disposal if you use the Foundation Step-Time Sequencer (£35), which works with any MIDI interface and offers powerful individual noteediting facilities.

But what if you don't want to leap into the potentially expensive world of MIDI? You can have

just as much fun using your computer purely as an instrument to play tunes on. There are a num-£40 each second-hand. It is easy enough to con- ber of different programs available for this nect everything together and plug it all into the purpose, such as Equinoxe and SuperSonic (AA83 covertage). There are also a number of You then have a great degree of control. You drum machine programs, like Amdrum and Drumkit (AA74 covertage).

Sample this!

Sampling is a growth area in computer sound technology. A sampling program allows you to transform sounds input through the MIC socket of your machine into digital data. This data can then be played around with: some programs allow you to loop the sample, change the pitch, and apply various other hi-tech effects. You can then use these samples in your compositions,

Turn your CPC into a throbbing MIDI beast

maybe even going to the extreme of having a whole drum line or bass riff 'sampled' from another source (eg your favourite single). There are an increasing number of legal hassles surrounding using samples in commercial releases, but there's no harm to be had from playing around with samples in the comfort and safety of vour own home.

Sampling programs for the CPC include the dk'tronics Speech Synthesiser and the brand new program, The Digitiser (£10). On top of that there's a fairly comprehensive sampling facility as part of the RAM Music Machine. Type-ins wise, there's Sound Digitizer, which first appeared in AA15 and is currently available from a number of public domain libraries.

for as little as £50

Assault on Number 13

the pop charts - and it's been so easy! MARK FRITH reports...

small budgets and put together in bedrooms or small studios - on computers.

It's been a revolution and the seeds of it began a record made by a loose collection of DJs, musicians and their friends. It was made up of illegal samples, strange computer noises, vague dance will play - and therefore promote - your record. rhythms and cost virtually nothing to make. It was distributed through a small independent system. It 2) Phone up a reliable distribution comsold half a million copies.

the lad with his Technics turntable, sampler and get contact numbers.

Computerised techno music has taken over sequencer has been the key image of dance music.

Anyone can do it: it's ideas and technical knowhow that gets you hit records these days. And even if you don't want to be dead famous you can still Just look at any Top 75 over the last year and a make music for your own amusement like Prince half and you'll find a good dozen records made on Be used to (see quote) or take it that step further and - with a bit of borrowed cash - make it into a proper record. And here's how you can do it...

in 1987. Pump Up The Volume by M/A/R/R/S was 1) Press up a couple of dozen 'white labels' (test pressings) of your record and send them to various trendy club and radio DJs. These people

pany who will distribute your record around the In the five years from then to now, the image of shops. Get hold of a music business directory to 3) Buy a nice spangly top and tell your mum to leave Thursdays at 7.00pm free.

Simple! (ish)

Of course, a lot of people see this pop stardom as being unfair; haggard old rock stars who've played grotty pub back rooms for years without a taste of success believe that you, as a successful computer-based pop star, somehow haven't "paid your dues" (ie carrying your equipment on the bus and getting depressed). Ignore these bitter people. Being a techno pop star is the coolest profession in the world - and you will barely need to step outside your bedroom.

Photo: Leading computer pop technicians Altern 8 promote our Christmas issue.

MUSIC FEATURE

The stars speak

Is it really that easy to knock up a hit record with just a handful of computer equipment? Here's what some residents of Planet Pop have to say...



These days a bloke with a pair of turntables and a box of records can make it to the top with a little help from a sample machine, squiggly bass line and beat box. With

BILL DRUMMOND,



The KLF

"I do all my original demos with two cassette decks and a microphone. I loop on the cassette deck using the pause button - you have to be extremely precise.

Then I'll play that into another cassette and try and sing something on top."

PRINCE BE. **PIVI** Dawn



"We started off with a tiny £50 sampler and a pair of DJ turntables. That's all you need at first. You can make good stuff with just that, but the secret is to buy

a little more equipment with every extra bit of money you get. Then you can start to get more

MARK ARCHER, Altern 8



"You don't need these big posh-floored studios these days, they're so out of date. I'm keeping it small with new technology. That's what interests me, the stuff on the

streets. That's where the real ideas are." MARTIN PRICE, ex-808 State



"With computer-made techno music it's the pure excitement of the music that counts. People who say music made with computer equipment isn't music

PETE WATERMAN, producer



Beats working

So what sort of person is likely to be interested in using their CPC for musical purposes? Anyone with even a remote interest in music, really. While all this talk of sampling and the like tends to suggest an emphasis on modern 'house' music, there are a wealth of different things you can do with your CPC in the world of sound: no-one need feel left out. Fans of classical music might enjoy 'composing' their favourite pieces on CPC packages such as Equinoxe or SuperSonic.

The machine's three in-built sound channels are easily enough to create a very sophisticated sound. You could use one channel for bass sounds, one for a melody line, and the third for a drum riff (you can get plenty of reasonable drum noises out of the CPC's sound chip). You don't have to be a baseball-capped raver, eager to pump up the volume on 16 MIDI tracks, to find a use for computers in your music. Simple type-ins like Drumkit or Synth (AA76 free booklet) present an easy (and free) doorway into the wonderful world of CPC music.

And when you feel like making the next step up, there are a number of packages vying for vour attention. While some CPC music software being very specialised - is quite hard to get hold of, there are actually more different packages available now than ever before. On the right we review and rate some of the more popular programs, while below we tell you all about next month's 'miss it at your peril' second instalment of CPC music. Till then... make some noise!

It's not over vet!

Well that's all the background, info and product evaluation out of the way. Next month we conclude our music feature with a practical exam-



room for a few hours with only a CPC, MIDI interface and a few pieces of music kit to keep them company. Find out how the experiment went in next month's magazine and hear the tune they produced for yourself on our covertape. Sorted.

Shopping for sounds

Here's a selection of some of the more popular music programs (both MIDI and non-MIDI) available for your machine, and details of where to get 'em. Tune in, turn on, rock out!

DHCP Interface & Sequencer 0440 61207 • £105

DHCP's MIDI interface (£70 without the software) is the most expensive, but you can 'feel the quality'. The 8-track sequencing software (disk only) is very user-friendly, with everything on show on a single screen. The memory will store a song of approximately five minutes in length (only a sozzled Pink Floyd fan would need longer). Every feature you'd expect for semi-professional use is here: MIDI clock, quantisation, etc.

AA74 covertape

It's fun and it's free! This type-in and covertape prog (back issues still available, drumheads) is a make the package. The sampler, for instance, is 48-step, three-channel and eleven-sound drum machine. There's full save and load facilities and you can build up some really kicking rhythm tracks bit limiting!). There is a drum editor which uses prewith the program. Safe.

EMR Miditrack Performer 0702 335747 • £100

Widely acknowledged as the best of the CPC software on both tape and disk. The program offers an excellent icon-ed up main screen, sequencing on eight MIDI tracks, plus a whole host of editing facilities, including loop, filter, transpose and chain. The program allows you to merge tracks, meaning that you can actually have up to a whopping 29 tracks in memory, though not all will be editable. Performer is a brilliant program and excellent value. Give EMR a ring for more details, and info on their new program Music Editor (£25). ● ● ● ●

0458 74011 • £30

Most music programs are very dull-looking. Not Equinoxe, the program that put the 'fun' in musfunic. The main screen shows a keyboard and LED track indicators. Other screens are even more colourful, with icons, histograms and more. There's a lot you can do with the program, and once you've got past the problem of all the on-screen text being in French (which isn't really a problem), you can start knocking up your keyboard and drum num- AA techie wizard Richard Fairhurst's contribution to bers. It's not MIDI, and uses the in-built sound chip. the world of CPC sound is an Equinoxe style pro-The results are great, though. Our mail order department (the only British distributors) still have a handful of copies. Give them a ring on the num-notes. You can edit the pitch, speed and other ber above if you're interested.

0279 725788 • £25

'The only step-time sequencer available on the Amstrad' it says here. Other MIDI CPC sequencers are real-time (you have to play the music live). With



The one and only step-time sequencer for the Amstrad CPC!

a step-time editor you can enter the notes one at a time, constructing the track piece by piece. The Foundation sequencer can be used with any of the three CPC MIDI interfaces (EMR, DHCP or RAM), It offers the full sixteen MIDI tracks and is so good we reckon you should get a copy even if you're already getting a sequencer with your interface. It's disk only and it's fab.

RAM Music Machine ●●●● 071-580 6460 • £50

The RAM Music Machine is probably the most well known CPC MIDI program. The sequencing part (the music editor) is incredibly basic, but this is offset by some of the other programs that go up to superb, offering a host of editing facilities (though the maximum sampling time of 1.22 seconds is a ● ● sampled drum sounds, making it the most professional-sounding CPC drum machine. The whole package contains a MIDI interface, software on tape (you'll have to hunt around for a disk version), a microphone and a pair of headphones. The sequencers, Performer consists of an interface plus Datel shop in London have a few copies left: ring them at the number above.



The RAM Music Machine is the CPC's bestknown MIDI package

AA83 covertane

gram. It uses the machine's three sound channels, with keys on the keyboard representing different ● ● ● aspects of the sound envelope. The AA83 covertape (see Back Issues, page 50) also included a compiler to convert SuperSonic tunes into a format in which they could be incorporated into your own programs (as a title tune, for instance).

The Digitiser

Sounds Like PD, 6 Keyberry Park, Newton Abbot, Devon TQ12 1BZ • £10

Hot off the disk drive comes this new program from Sounds Like, public domain music specialists. The package contains a disk, a manual and a specially designed lead that allows you to connect your CPC to a hi-fi (so you can make a big noise). The digitiser lets you sample off tape (using the in-built tape machine on the 464 and an external tape deck on the 6128). The program can create samples of up to 14 seconds in length, which is pretty long. An interesting (and cheap) program. ● ● ●

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WANTED: PD/Shareware library wants your original work. Program of month gets NZ\$20. Please send 2 IR Coupons if you want tapes/disks returned. Send to: PD Lib, 1/79 Luanda Drive, Ranui, Auckland 8, New 7ealand

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Other

LISTINGS - lots of them on 3" disks. Mostly games or graphics, some from 1985, for £3 only. From: Angela Allum, 22 Point Royal, Bracknell RG12 7HH.

PAGEMAKER
Desktop Publisher for the 6128/664+64K. Features: Stop-Press, Clip-Art, compatible. Word processor, text import and more. AA verdict 93%! Special price, £2.95 + disk and SAE. Send to PMD, PO Box 435, Glasgow G12 8SG.

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Tell the Balg what you really think about the column in the Balrog questionnaire this month AND vote for your favourite adventures in the Balrog awards. Meanwhile, thanks to Thomas Christie, Alan Hatrick, Bill Jenkins and Edmund Spicer for this month's tips...

Marsport

- · Regularly save the game.
- You must make a map.
- locker at Daly 'D' (remember to load gun at Ice Pack is key for hothouse on Gill 'C'. charge unit)
- Flour, water and baking tin factor a cake (key Quad X II to hakery)
- ger room at laxa 'C'. Place mask in locker inside



Stuck in Marsport? Here are some tips that might just help you out...

danger room for further use.

- · Glass, frame and sunchart factor eyeshield for use in astronomy room on Alba level.
- Gunpermit at Elis 'G' is the key for the gun Earthmap is the key to the soil depot on Gill 'E'.

• To get water from well: Insert handle in the • Charcoal and gauze factor a gasmask for dan-hole, turn handle, tie bucket to rope, turn handle, turn handle, untie bucket. Throw water over

Burn the letter in the bucket.

Sorcery +

• To kill the Necromancer you need four Golden Hearts. Each of these hearts must be carried into the Necromancer's chamber, and then fired

Two of the Golden Hearts are readily available on the level. The third can be released by unlocking a door to get a Pilot Light and using that to open a second locked door to Gatwick Airport • To kill the pirate give him the food. where a Strangeloop cassette is to be found.



How do you kill the Necromancer in Sorcery PLUS? The answer's right here...

This cassette will free the first level by carrying over a jewelled crown. This crown will change into the fourth golden heart on entry into the sec-

Very Big Cave Adventure

- What to do with the utility belt:

Balrog Awards/Questionnaire

readers' opinions - in other words, to find out what you really want out of the Balrog column!

You also get the chance to vote in the Balrog awards by filling out the bottom of the form.

So if you have some comments about how the Balrog column can be improved, or if you want to vote for your top five all time favourite adventures then here's your chance.

The first couple of readers out of the hat will receive an adventure from the Balg's extensive software collection. You can stay anonymous if you want but you won't be entered into the draw. Why not also send in some contributions along with the

form?		
Name:		
Address:		
	Ţ	
Sex:	Age:	

......Tape/disk:

This month the Balrog embarks on a quest for Please rate the following Balrog features out of 10 Balrog awards (there's space at the end to include any comments you want to make):

The Balrog column
Cluepot
Letters
Lords & Ladies
Balrog reviews
Hobbit reviews
Orc reviews
GAC clinic and tutorial
Suggestions and remarks:

All-tille top live adventure games.
 1
 2
 3
 4
 5
9
 Best text adventure of the year:
 Best graphic adventure of the year:
 Best PD adventure:
 Best software house:
 Best PD Library:
Adventure personality of the year:

tips, news or other adventuring queries, write to: The Balrog, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW. Don't forget, if you're stuck in an adventure, take a look through the lists of the Lords and Ladies of

Getting in touch with the

Balrog

If you want to contact the Balrog with any hints,

FILE used to file the chain on the table. PAROUET used to kill the triffid BICARBONATE used to cure the giant SLEDGEHAMMER used to break down the huge door in the "vast passage" location.

Wolfman

 To get out of the house safely you must first wash your hands in the water, then look at the mirror, wash your face in the water, examine chest, take off doublet, burn doublet, examine drawer, get the tunic and wear it and then leave the room

Simply Magic

• David Sizmur has come to the aid to Lee Hatton – the code for the silver casket is "SEED". To get the parchment you'll need to put the block of ice on the button to keep it pressed.

GAC Programming Clinic

If you have any questions on the use of GAC, specific GAC-related problems and queries or hints and tips of your own then jot them down and send them to: GAC Programming Clinic, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW. We put the program on a covertape, so we want to see you use it!

Help!

Stuck in an adventure? Or desperately trying to find one? The helpline is the place for you! Just send a postcard to: Balrog's Helpline. Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW.

Mr D. J. Gahan would like tips for Tir Na Nog.

Nick Carter from Portsmouth is having problems in The Fourth Protocol - he can't seem to access the files at Blenheim so he keeps getting sent to the Falkland Islands.

Andrew Pond from Crovden is stuck in Venom and Shard of Inovar - in Venom he doesn't know how to get past the watchers and in Shard of Inovar he doesn't know how to get the amulet of fire. Can anyone help?

Lords & Ladies of Adventure

Adventure are experienced adventurers who have comto share their knowledge with other games players.

ask for complete solutions.

Castle Blackstar . Heavy on the Magic • Indus Valley • Never Ending Story • Orb Quest.

Andy Clayton, 29 Portman Road, Scunthorpe, South Humberside, DN15 8PD. Tel: 0724 872135 between 6pm and midnight. (You should have the manual now Andy! - Balg)

 Case of the Mixed-Up Shymer • Castle Adventure • Cave Yawn • Help for Quill users. Capers • Caves of the Bew Simon Avery, 71 Fore St, SE2 9SD.

Crunchy • Dick 'ed • Dungeon • DAA • DAAW! • Detective • pleted all the games on their Doomlords • Escape from lists. They are now prepared Planet of Doom • Escape from Prison Planet • Firestone • or Lady concerned - make it Hounds of Hell • House out of the Argonauts • Jewels of Lighthouse Mystery • Lost Boredom • Can I Cheat Death? Use your Loaf • Videoworld • Welladay • Yarkon Blues •

Flook • Forest at World's End • If you have a problem Gerbil riot of '67 • Ghost House with any of the games on • Grue Knapped • Heroes of Lowestoft, Suffolk NR32 these lists, write to the Lord Karn • Helvira • Hobbit • brief, though, and do NOT Town • Imagination • Jason and Babylon • Labyrinth • Scroll • Magician's Apprentice • Message from Andromeda • Nite Time • Orb Quest (Pt. 1) • Orifice from Outer Space • Heroes of Karn • Imagination • Panic beneath the Sea (pt. 1) • Power Curse (Pt. 1) • Prison Lancelot • Loosed Orc • Lords Blues • Quest • Quest for the Golden Egg-Cup • Robocide • Roog • Rouge Midget • Scary Tales • Seabase Delta • Souls Adult II • Al-Strad • Antidote • of Darkon • Spaced Out • Atalan • Bestiary • Big Top • Spacy • Star Wreck • Subsunk Delta • Ship of Doom • Spytrek Black Fountain • Black Knight • • Tealand • Theseus (pt. 1) • • Subsunk • Terrormolinos • Boggit • Bored of the Rings • Thiefs Tale • Tizpan • TRD • Three Weeks in Paradise • Trial

The Lords and Ladies of Bews . Conch . Crispin Chudleigh, Newton Abbot, South Devon TQ13 OHT.

> Hitchhiker's Guide • Leather Goddesses • Lurking Horror •

Ken Dean, 63 Elmhurst Avenue, Oulton Broad.

Aftershock • Brawn Free • Cacodemon • Case of the Mixed-Up Shymer • DAA • Espionage Island • Experience • Fantasia Diamond • Forest at World's End • Frankenstein • Grange Hill • Haunted House • Inca Curse • Kobyashi Naru • of Time . Message from Andromeda • Mindshadow • Pirates • Planet of Death • Ouest for the Golden Egg-cup • Rigel's Revenge • Seabase of Arnold Blackwood . Warlord. Debby Howard, 10 Overton Road, Abbey Wood, London

News

Adventure **Probe folds**

Due to financial pressures, Adventure Probe. the longest running adventure fanzine and one of the best, has sadly had to close.

There is a possibility of someone else taking over the editorship but this is unconfirmed

The Balrog would like to express his condolences to the editor Mandy Rodrigues HBalg - Adventure Probe was one of the Balg's favourite fanzines and it is a great shame to

Adventure Convention date announced

The third annual Adventurers Convention (formerly the Adventure Probe convention) will be taking place at the Royal Angus Thistle Hotel in Birmingham on Saturday, 24 October 1992. More details and tickets (at only £7 each) are available from: Vicky Jackson, 128 Merton Hall Road, Wimbledon, London SW19 3PZ, See you there!

More Wow!

Wow has released a further two GAC games -Merlin (a two-part text adventure from Michael Hunt) and Beyond the Dark Mirror (a text adventure from RCD enterprises).

Merlin costs £3 on tape and £5 on disk, while Beyond the Dark Mirror costs £2 on tape and £4 on disk.

New Adventure fanzine preview

Plans are afoot for a new adventure fanzine dedicated to the CPC range of machines! Called The Brass Lamp, the first issue is now available and costs only £1.

Contributors include Debby Howard and Dave Havard and although the Balg has yet to see the first issue, it sounds quite impressive. The Balg has also 'persuaded' the editor, Paul Hunniset, to offer the first issue to Balrog readers at half the normal price (50p, for the slower readers out there!).

Brass Lamp is available from Paul at: 167 Garden Wood Road, East Grinstead, West Sussex RH19, Tel: 0342 322318.

Guild Info

Tony Collins, from Guild Adventure Software, has been in touch about Guild's growing Amstrad adventure collection - it now has 46 games by 21 authors (including the likes of Ken Bond HBalg, Tony Kingsmill, Charles Sharpe and Paul Gill), along with six compilations.

Tony is at this moment converting many of the CPM+ games to run on CPM 2.2 and has many Spectrum conversions planned, including Treasure Island, Captain Kook, Corya and many more. For more details, write to Tony at: 760 Tyburn Road, Edington, Birmingham B24 9NX or phone 021 749 2585. I'll review some of Guild's games soon but I advise to write off for a catalogue as they have a very impressive list of software.

Wpe-Ins

AA's BASIC boffin JERRY GLENWRIGHT presents four more readers' programs PLUS his ongoing **BASIC tutorial...**

Disc Nurse

Messing around with floppy disks can certainly make me sick at times! If you feel them same, hack Disc Nurse into your machine and all the those floppy problems will be over.

John Adamson of Dunfermiline's little disc utility enables you to manipulate discs to easily and without remembering complex commands.

The program's menu driven and allows you to catalogue discs, erase files, display ASCII files, rename and unerase files and format floppies. Have fun...

(MnAk) 18 COTO 68

{ImEo} 20 DATA 1) Log In Disc,2) Display Different User/Drive, 3) Erase File, 4) Unerase File, 5) Rename File, 6) Display File (A.S.C.I.I Only), 7) Format Disc

{JoBn} 30 KEY 139. "mode 2: list 1-4999"+CHR\$(13) {HkCs} 40 DIM k(200);z=0;y=0;n\$="":n=0;DIM

nme\$(50):DIM letter(1000):DIM word\$(50)

{HUAM} SO RETURN

(FmAr) 60 MODE 2:GOSUB 20

{LpBw} 70 WINDOW #1,2,39,4,22;WINDOW #2,41,79,4,16:WINDOW #3,41,79,18,22

{AuBo} 80 PAPER #1,1:PAPER #2,1:PAPER #3,1:PAPER #4,1

{FqAt} 90 FOR a=1 TO 3:CLS #a:NEXT

(DoRo) 100 PRINT"

Amstrad CPC Disc Nurse V1.1

{AlCn} 110 LOCATE 1.25:PRINT"

by John Adamson - For Amstrad Action " {MwBr} 120 PEN #1,2:CLS #1:PRINT #1:PRINT #1,"

{FqBp} 130 PEN #2,2:CLS #2:PRINT #2:PRINT #2," DATA OUTPUT"

{GuBr} 140 PEN #3,2:CLS #3:PRINT #3:PRINT #3," INSTRUCTIONS"

(PiAm) 150 RESTORE

{OoAr} 160 FOR counter=1 TO 7

(FtBm) 170 READ menu\$:PRINT #1:PRINT #1.menu\$:NEXT

{CqB,i} 180 k\$=INKEY\$:IF k\$="" THEN 180

{BrBk} 190 k=UAL(k\$): IF k(1 OR k)7 THEN GOTO

(CuR13 200 ON 1/ COTO 980,1190,1100,430,700,520,250 {GkA1} 210 END

{JxA.i} 220 ' {DmAp} 230 'Format Disc

{CnA.i} 240 4

{LnC.i} 250 PRINT #3:LOCATE #3.1.4:PRINT #3.". [V]endor or [D]ata only Format"

{KwBi} 260 k\$=INKEY\$:IF k\$="" THEN 260

{GxBo} 270 IF LOWER\$(k\$)="v" THEN b=&41 ELSE h=&C1

{EwAn} 280 c=&8035

{HwAn} 290 FOR a=1 TO 9

{OtBp} 300 POKE c,0:POKE c+1,0:POKE c+2,b:POKE

{DwBn} 310 c=c+4:b=b+2:IF (b AND &F)=&B THEN y=y-9

{DgAk} 320 NEXT

{EqBx} 330 LOCATE #3,1,4:PRINT #3," Insert disc & Press any key "

{J1Ap} 340 CALL &BB18

(MnBn) 350 CALL &8000:CLEAR:GOSUB 20:GOTO 120

{AkAk} 368 '

{MnAv} 370 'Protected Basic De-protector

{OsAi} 380

{LuBq} 390 'POKE &ACO3,&CO:POKE &ACO2,&90:POKE &AC01.&C3

{HtA.i} 400

{GsAn} 410 'File Uneraser

(MnAi) 420

{Buag} 430 POKE \$4701,229

{EnCm} 440 LOCATE #3,1,4:INPUT #3,"Enter name of the file to be un-erased"; erased\$

{FwBq} 450 IF erased\$="" THEN POKE &A701,0:GOTO 430

{IlAt} 460 newfile\$="0:"+erased\$

{FwAx} 470 IREN,@newfile\$,@erased\$

{JoCw} 480 POKE &A701.0:CLS #3:CLEAR:GOSUB 20:CLS #3:PRINT #3:PRINT #3." INSTRUCTIONS": GOTO 180

{MqA,i} 490

{GnAs} 500 'Display A.S.C.I.I File

(AVA 1) 510

{DoBp} 520 LOCATE #3.1.4: INPUT #3.">Enter Name Of File":fle\$

(EkBr) 540 LOCATE 70,23:PRINT "(Press any key to Pause)"

{IpAn} 550 OPENIN fle\$

{InAr} 560 WINDOW 1,80,1,20

(EuAq) 570 WHILE NOT EOF

{PuAv} 580 LINE INPUT #9,a\$:PRINT #2,a\$

{01Bn} 590 k\$=INKEY\$:IF k\${\>"" THEN 600 ELSE 610

{AwBo} 600 k\$=INKEY\$:IF k\${\}"" THEN 610 ELSE 600

{IoAk} 610 WEND

{Dlao} 620 CLOSEIN

{MpBj} 630 k\$=INKEY\$:IF k\$<>"" THEN 630

{AjBx} 640 LOCATE #3,1,4:PRINT #3," (Press Any Key To Continue> "

{G1Bk} 650 k\$=INKEY\$:IF k\$<>"" THEN 650

{MjBo} 660 CALL &BB18:CLEAR:GOSUB 20:GOTO 120

{IwA.i} 670 '

{EoAn} 680 'Rename File

{JuAi} 690

{EtBp} 700 LOCATE #3,1,4:INPUT #3," Old Name Of File";oldfle\$

{FiBr} 710 LOCATE #3,1,4:INPUT #3," New Name Of File":newfle\$

{NmBm} 720 LOCATE #3,1,4:PRINT #3," Processing... "

{FlAt} 730 IF newfle\$="" THEN 760

(BjAv) 740 IF oldfle\$="" THEN 760

{KsAt} 750 IREN,@newfle\$,@oldfle\$

{GoBx} 760 LOCATE #3,1,4:PRINT #3,"

Any Key To Continue> "

{HuAj} 1160 '

{AxAx} 1170 'Display Different User/Drive

{AxBk} 770 k\$=INKEY\$:IF k\$<>"" THEN 770

{IkCs} 780 CALL &BB18:CLEAR:GOSUB 20:CLS

#3:PRINT #3:PRINT #3."

INSTRUCTIONS": GOTO 180

{IIBj} 800 'Sub-routine read directory

{BsAv} 850 letter(a)=PEEK(addr+a)

THEN letter(a)=32

{AuBu} 880 IF LEN(word\$(b))=8 THEN

word\$(h)=word\$(h)+"."

"word\$(b)

{AjAn} 930 GOTO 840

{KpAn} 960 'log disc

{KnAm} 1000 PRINT #2

(NrAn) 940 RETURN

{PkAi} 950 '

{CoA.i} 970 '

{IxAs} 920 IF c=8 THEN 940

DATA OUTPUT"

{AtBw} 860 IF letter(a)(32 OR letter(a))128

{NmBj} 870 word\$(b)=word\$(b)+CHR\$(letter(a))

{HqB1} 890 IF LEN(word\$(b))=15 THEN b=b+1

{IrBl} 910 'PRINT #2, letter(a)" "c" "a"

{KqB1} 980 CLS #2:PRINT #2:PRINT #2,"

{LvBn} 990 WINDOW 1,1,1,1:CAT:WINDOW

1.80.1.25:GOSUB 820

{Otag} 1010 FOR a=0 TO b STEP 2

"word\$(a+1):NEXT

{E,iAo} 1050 a=0:b=0:c=0

{OmAo} 1080 'Erase File

{BkAo} 1120 | ERA, @fle\$

{AxAk} 1070

(DiAL) 1090

{IrBm} 1020 PRINT #2." "word\$(a)"

{NIBx} 1030 LOCATE #3,1,4:PRINT #3,"

#3:PRINT #3:PRINT #3."

INSTRUCTIONS": GOTO 180

Of File To Be Erased

{BtCi} 1130 LOCATE #3,1,4:PRINT #3,"

#3:PRINT #3:PRINT #3."

INSTRUCTIONS" : GOTO 180

(Press Any Key To Continue) "

{AxB1} 1140 k\$=INKEY\$:IF k\$<>"" THEN 1140

{AvCt} 1150 CALL &BB18:CLEAR:GOSUB 20:CLS

{FsAv} 1110 IF fle\$="" THEN 1130

(Press Any Key To Continue) "

{DtBm} 1040 k\$=INKEY\$; IF k\$<>"" THEN 1040

(DkCt) 1060 CALL &BB18:CLEAR:GOSUB 20:CLS

(NtBx) 1100 LOCATE #3,1,4:INPUT #3,">Enter Name

(BxBn) 900 IF letter(a)=32 THEN c=c+1 ELSE c=0

{IoAj} 790 '

{CgAk} 810 '

{JmAn} 820 addr=&9CDE {HwAk} 830 a=0

{MtAm} 840 a=a+1

{ElBp} 1190 LOCATE #3,1,4:INPUT #3,">Please Enter Drive";dr\$

{CnBp} 1200 LOCATE #3,1,4:INPUT #3,">Please Enter User Number":us

{H.iAu} 1210 | DRIVE,@dr\$: | USER, us

{GiBp} 1220 PEN #2,2:CLS #2:PRINT #2:PRINT #2," DATA OUTPUT"

{HtAm} 1230 GOTO 980

Ships

Based on the old favourite Battleships, Graham Smith of Street in Somerset has enlarged on the old theme to provide a fun game that requires skill and forethought if you're to outwit your opponent.

Graham has made use of the entire screen to provide a play area stuffed with ships (they look like Tie -fighters...). Both joystick ports are used for player movement and guess selection, or player two can use the keyboard if you only have one joystick. There are a total of 15 ships lurking somewhere on that screen - happy hunting!

{CtAt} 1 ' Ships by Graham Smith

(FiAt) 2 ' Player 1 use joystick

{E.iBi} 3 ' Player 2 use joystick 1 or keys:-{LxBk} 4 ' 6=up 5=down R=left T=right G=fire

{FuA.i} 5 '

{AuBi} 10 p=&7FE0:pp=p:MEMORY p-1:MODE 1

(FoB.i) 20 FOR .i=72 TO 105:4=0:FOR k=0 TO 7

{MtAx} 30 READ a\$:x=UAL("&"+a\$):POKE p.x {GuAu} 40 y=y+x:p=p+1:NEXT k:READ a\$

{PxAs} 50 IF VAL("&"+a\$)=4 GOTO 70

{IvAw} 60 PRINT"Data error line"; j*10

{HmBj} 70 NEXT j:p=pp:ENU 1,1,0,15,15,-1,5

{KnAv} 80 CALL &8000:ENT 1,4,1,1,4,-1,1

{NIBk} 90 DIM x(14),y(14),z(14):BORDER 2

{HmAx} 100 d=&E438;f=&8800;m=&808F;q=&8034

{AqAx} 110 INK 0.0: INK 1.15: INK 2.6: INK 3.2

{CrBi} 120 RANDOMIZE TIME:WINDOW 1.40.1.2

{NqBj} 130 WINDOW#1,1,40,3,25:g=1:PAPER 3

{Ntar} 140 CLS:PAPER#1.0:CLS#1

{ApBk} 150 x(0)=74*RND(1):y(0)=169*RND(1)

{HmAv} 160 g=3-g:z(0)=3:FOR j=1 TO 14

{IxBi} 170 x(j)=74*RND(1):y(j)=169*RND(1) {PvAv} 180 dd=d:h=0:FOR k=0 TO j-1

{Llau} 190 IF x(j)-x(k))7 GOTO 240

{IpAv} 200 IF x(k)-x(j)>7 GOTO 240

{LjAt} 210 IF y(j)-y(k))16 GOTO 240

{EwAu} 220 IF y(k)-y(j)>16 GOTO 240

{CmAo} 230 h=1:k=,j-1

{Ptag} 240 NEXT k: IF h=1 GOTO 170

{FnBi} 250 z(i)=INT(RND(1)*2)*2+3:NEXT i

{ErB1} 260 FOR j=f TO &8810:POKE j.0:NEXT

{MIAu} 270 s=15;h=g;p(0)=0;p(1)=0

{ExAo} 280 GOSUB 690:h=3-h {MoAv} 290 u=40:v=92:LOCATE 15,2:PEN 2

{JnBi} 300 PRINT"PLAYER";h;CHR\$(8);"'S GO"

{MkBj} 310 x=u:y=v:GOSUB 670:CALL &BD19 {ErAw} 320 CALL p,d,f:CALL &806C,0,c

{Ltau} 330 CALL &BD19:CALL q,c,m

{BmAw} 340 .i=JOY(h-1):IF .i=0 GOTO 340

{DqAs} 350 IF j>15 GOTO 430

{FiAr} 360 a\$=BIN\$(j,4):d=c

{CiB1} 370 IF RIGHT\$(a\$,1)="1" THEN v=v-4

{FnBj} 380 IF LEFT\$(a\$,1)="1" THEN u=u+1

{NrBk} 390 IF MID\$(a\$,2,1)="1" THEN u=u-1

{EqBi} 400 IF MID\$(a\$,3,1)="1" THEN v=v+4

{OnAq} 410 u=u-(u=-1)+(u=79) {KwBi} 420 v=v-(v=-4)*4+(v=180)*4:GOTO 310

(GvAp) 430 SOUND 2,44,22

{EiAw} 440 CALL p,c,f:CALL q,c,&809B

{JqB,j} 450 n=0:FOR j=0 TO 14:x=INT(x(j))

{DrAx} 460 y=INT(y(j)):IF z(j)=0 GOTO 500 {OjAw} 470 IF x-u>1 OR u-x>6 GOTO 500

{Glau} 480 IF y-v>5 OR v-y>15 GOTO 500 {PoAp} 490 h(n)=j:n=n+1

{Mwar} 500 NEXT j:CALL p,c,f

{EuAs} 510 d=dd:IF n>0 GOTO 540 {GxAq} 520 CALL q,c,&80A6

{NjAv} 530 CALL &806C,0,d:GOTO 280

(BoBi) 540 SOUND 7,55,99,15,1,1,31

{KlBi} 550 FOR j=1 TO n:r=h(j-1):x=INT(x(r))

{B,iAx} 560 y=INT(y(r)):GOSUB 670:s=s-1 $\{AkAu\}\ 570\ p(h-1)=p(h-1)+z(r)$

{BsBj} 580 z=&80B2:IF z(r)=3 THEN z=&8122

{HsAx} 590 z(r)=0:CALL &803C,c,z:NEXT j {LkAw} 600 CALL &806C.0.dd:IF s>0 GOTO 280

{FnAp} 610 GOSUB 690:PEN 0

(IvBj) 620 LOCATE 15,2:PRINT"ANOTHER GAME?"

{FjAw} 630 a\$=INKEY\$:IF a\$="" GOTO 630

{F,jAw} 640 IF UPPER\$(a\$)="Y" GOTO 140

{DpBi} 650 IF UPPER\$(a\$)()"N" GOTO 630

{CxAm} 660 CALL 0 {DiAs} 670 a=INT(u/8):b=u-8*a

{HpAx} 680 c=&COAO+&50*a+&800*b+x:RETURN

{CkAs} 690 PEN 1:LOCATE 1.1

{JiBj} 700 PRINT"PLAYER 1 ";p(0):LOCATE 16,1

{PpBk} 710 PRINT"PLAYER 2 ";p(1):LOCATE 31,1

{IoAr} 720 PRINT"SHIPS ":s:RETURN

{BkBk} 730 DATA cd,27,80,0e,06,d5,06,02,265

{EpBi} 740 DATA ed, a0,0c,10,fb,d1,7a,c6,4b5

{OqBj} 750 DATA 08,57,30,08,7b,c6,50,5f,287

{DsBi} 760 DATA 7a,ce,c0,57,0d,20,e6,c9,43b {FiBj} 770 DATA 06,08,11,ea,80,21,e3,80,30d

{PnAv} 780 DATA c5.01.07.00,ed,b0,af,d5,3ee

{DIR.i} 790 DATA 11.0e.00.ed.52.d1.c1.10.300 {GuBk} 800 DATA ef.06,70,21,b2,80,7e,e6,41c

BASIC TUTORIAL... BASIC TUTORIAL... BASIC TUTORIAL... BASIC TUTORIAL...

That string counting code's really beginning to look like something, isn't it? Not only is the questioning process automated, but we've also got some error checking to weed out the idiots. And although the code's useless as far as the real world's concerned does ilustrate some of the principles behind just about every program you're liable to encounter.

There's a beginning and an end containing a loop, input and output, variables and the important error checking already mentioned, and those are the

building blocks around which all your future 10 REM This is a program to count the programs will be created. And now before we expand the program further, let's just examine the loop possibilities for automated input without a definable end. That is, the situations when you need to use a when do you ever need to count strings? Right! - it loop, but don't know how many times to perform it 40 A\$="" (remember that it isn't good practise to jump out of a 50 INPUT "Please type a string"; A\$

construction but with a variable, like this:

characters in a string 20 INPUT "How many strings would you like to

process": LCNT 30 FOR CNT=1 to LCNT

You could, of course, use the FOR...NEXT and so on. This time, instead of providing a predefined counter for the loop, line 20 prompts the

OK, so FOR...NEXT with a variable is all very well, it'll work, but it's messy and there's still the problem of quitting the loop - if we want to stop prematurely. we can't, at least not without breaking the cardinal loop rule. Fortunately, good old BASIC comes to the rescue

with a neat little looping solution which does everything FOR...NEXT does while allowing us to escape whenever we wish. It's known as the WHILE loop, and here's how it goes:

WHILE (argument or expression) = true then continue to loop

What's that? How can a mathematical or logical argument be 'true'? Well, without getting into a lot of Boolean algebraic stuff and nonsense (lookup George Boole in a school text book if you realy want to know, or else wait for future installments...) what we mean is while it's still valid. Here's an example using our previous code:

10 REM This is a program to count the characters in a string 20 ANS\$="Y"

30 WHILE ANS\$="Y" 40 A\$=""

50 INPUT "Please type a string"' A\$

60 IF A\$="" THEN 50

70 IF ASC(A\$)(65 OR ASC(A\$))122 THEN PRINT "Invalid input. Try again,": GOTO 40

80 PRINT "The string '"A\$"' is "LEN (A\$)

October 1992 AMSTRAD ACTION

No more dots!

We've decided to drop the dots (which indicated spaces) because too many people were getting confused by them. We're still using Type-Righter, though. This is the program that prints codes on-screen as you type a line of BASIC. All you have to do is check this code against the one printed in the magazine to make sure you've typed the line correctly. We print Type-Righter now and again, so if you haven't got a copy yet, look out for it soon. If you don't have Type-Righer, just ignore the codes in the curly brackets at the start of each line

{CtBk} 810 DATA f0,12,13,23,10,f8,c9,dd,3e6 {DuBi} 820 DATA 6e,00,dd,66,01,dd,5e,02,2ef {EkBk} 830 DATA dd,56,03,c9,cd,27,80,01,374 {FjB1} 840 DATA 06,02,18,06,cd,27,80,01,19b {GuBj} 850 DATA 10,07,78,32,48,80,d5,06,264 {HtAv} 860 DATA 02,7e,0f,0f,0f,0f,b6,2f,1a1 {MmBi} 870 DATA eb,a6,eb,b6,12,13,23,10,38a {PqB,i} 880 DATA f0,d1,7a,c6,08,57,30,08,398 {NrBj} 890 DATA 7b,c6,50,5f,7a,ce,c0,57,44f {FpBj} 900 DATA 0d,20,db,c9,cd,27,80,0e,353 {ExBk} 910 DATA 06,11,00,88,e5,06,02,ed,279 {BwBm} 920 DATA a0,0c,10,fb,e1,7c,c6,08,3e2 {IuBj} 930 DATA 67,30,08,7d,c6,50,6f,7c,31d {NkAv} 940 DATA ce,c0,67,0d,20,e6,c9,30,401 {IoAv} 950 DATA 00,30,00,c0,c0,c0,c0,30,360 {DjAw} 960 DATA 00,30,00,03,00,07,08,0f,51 {FwBi} 970 DATA 0c,0f,0c,07,08,03,00,00,39 {DxAv} 980 DATA 00.00.03.00.03.00.00.00.6 {LrAw} 990 DATA 00,00,11,cc,00,00,00,33,110 {IuAx} 1000 DATA 88,11,cc,00,00,00,33,88,220 (PrB.i) 1010 DATA 33.88.00.ff.00.11.cc.33.2ca {ImBk} 1020 DATA 88,11,ff,88,11,cc,77,00,374 {KnBi} 1030 DATA 33,ff,cc,00,ee,77,00,77,3da {CvBj} 1040 DATA 99,ee,00,ee,ff,ff,ff,00,572 {EkAw} 1050 DATA ff.ff.ff.ff.ee.00.77,660 {MlAw} 1060 DATA ff, ff, 00,00,00,00,00,00,1fe

RSX Speech

Here's an incredible piece of clever coding. Neil Hopkinson of Fareham. Hampshire has worked out a method of enabling your CPC to digitise speech and music played via the cassette port by grabbing it directly from the machine's memory! Sounds complicated? Fortunately, the software does all the work for you, so all you have to do is select your favourite band strutting their stuff, or your favourite politicians strutting theirs (!), press play, and the machine does the {PrDx} 280 DATA

rest. You can save digitised samples to disk, load and play them and alter the volume.

{IiAq} 20 ' RSX Speech System

{EpAt} 30 ' By Neil Andrew Hopkinson

{DtAn} 40 ' February '92

(HuAi) 50

{NxBs} 60 MODE 1:BORDER 0:INK 0,0:INK 1,2:INK 2.24:INK 3.24

(Nion) 70 MEMORY 9999

{Iwar} 80 GOSUB 640:CALL 39000

{CmBm} 90 PRINT

CHR\$(22)+CHR\$(1)+CHR\$(23)+CHR\$(3)

{OmAj} 100 TAG

(FiAw) 110 RESTORE 120:GOSUB 560

{AvD1} 120 DATA 190,320,"RSX SPEECH SYSTEM", 120, 260, "WRITTEN BY NEIL HOPKINSON", 170, 200, "INSTRUCTIONS (Y/N) ?",0,0,"RSX"

{AtAm} 130 a\$=""

{BkAp} 140 WHILE a\$=""

{IkAs} 150 a\$=UPPER\$(INKEY\$)

{HoAk} 160 WEND

{CuAv} 170 IF a\$="N" THEN 540

(NEAK) 180 CLG

(KvAu) 190 RESTORE 200:GOSUB 560

{GtG1} 200 DATA 190,380, "RSX SPEECH SYSTEM", 5, 340, "About the program:",5,320,"The RSX speech system allows you to",5,300,"play speech - or music - into the", 5,280, "computer via

the built in tape recorder." (GsFu) 210 DATA 5.240. "This recorded sound can then be played",5,220,"back again by using the CPC sound chip.",5,180,"The recorded sound can also be slowed",5,160, "or quickened to produce

wierd results!" {JxFr} 220 DATA 5.120, "Sound effects can also be produced by", 5,100, "taking out small portions of speech.",5,60,"On the following screens are the",5,40,"commands and how to use them.",0,0,"RSX"

(Kean) 230 RESTORE 310 COSHR SEG

{GuAu} 240 WHILE INKEY\$()CHR\$(13):WEND

(PvAu) 250 ORIGIN 0.0.0.640.360.0:CLG

{IIAv} 260 RESTORE 270:GOSUB 560

{FiEu} 270 DATA 190.380. "RSX SPEECH SYSTEM", 5, 340, "Commands: ",0,320, "ION This turns the tape recorder on.",0,300," IOFF This turns the tape recorder off."

0,260, "IRECORD, [start], [length]", 0,220, " This command records anuthing that is",0,200, "playing through the CPC tape recorder."

{NwCm} 290 DATA 0.180, "For best results the sound should be",0,160,"quite loud."

{NnFm} 300 DATA 0.120."[start] = Address to store speech",0,100,"[length] = Length of speech",0,60, "Make sure you don't record over the",0,40, "RSX speech system

{AlAw} 310 DATA 0.20."

{HrAv} 320 WHILE INKEY\$()CHR\$(13):WEND

{JnAv} 330 ORIGIN 0.0.0.640,322.0:CLG

{DkAv} 340 RESTORE 350:GOSUB 560

{KmDv} 350 DATA 0,320,"|SPEECH,[start],[length]",0,280," This plays the speech back to you !",0,220,"[start] = Address of speech"

{IjEm} 360 DATA 0,200,"[length] = Length of speech", 0,160, "Please note that this command turns the",0,140,"tape recorder off.".0.0."RSX"

{DwAv} 370 RESTORE 310:GOSUB 560

{Djav} 380 WHILE INKEY\$(>CHR\$(13):WEND

{E.ial} 390 CLG

{InAu} 400 RESTORE 410:GOSUB 560

{MuF1} 410 DATA 0,320,"ISPEED,[speed of record/playback1",0,280, "This command allows you to alter the",0,260, "record and playback speed.",0,220,"[speed] can be between 1-255"

{IiHi} 420 DATA 0,180, "The fastest speed is 1 and it also",0,160,"gives the clearest speech, but it only",0,140, "allows a short recording.",0,120,"A slow speed, such as 20, means that you",0,100,"can do far larger recordings

{GxEm} 430 DATA 0,80,"speech will not be as clear,",0,60,"By altering the speed, you can play",0,40,"your speech back at different speeds!".A.A. "RSX"

(FpAw) 440 RESTORE 310:GOSUB 560

{Htaw} 450 WHILE INKEY\$(>CHR\$(13):WEND

(Lugh) 460 CLC

{Ctau} 470 RESTORE 480:GOSUB 560

(Coho) 480 hoto

0.320, "IVOLUME, [volume]", 0.280, "This alters the volume of playback",0,260,"0 for quiet and 15 for very loud !"

(HmEm) 490 DATA 0,220, "To use in your own programs: ",0,180, "Load the RSX speech system at address",0,160,"39000 and type CALL 39000 to turn it on"

{NuCx} 500 DATA 0,120, "The RSX speech system begins at 39000".0.100."and is 300 bytes long", 0, 60, "Enjoy !"

{EmAo} 510 DATA 0.0."RSX"

(KiAv) 520 RESTORE 310:GOSUB 560

(PnAu) 530 WHILE INKEY\$()CHR\$(13):WEND

{AwBi} 540 TAGOFF:PRINT CHR\$(22);CHR\$(0):CLS

{OiAk} 550 END

{Liaj} 560 '

{JtAp} 570 ' 3D Leterring

{FuAj} 580

{HsAq} 590 READ x%, y%, z\$

(BiBi) 600 IF z\$="RSX" THEN RETURN

{MgAm} 610 GOSUB 630

{PvAm} 620 GOTO 590

{JpCq} 630 PLOT 500,500,1:MOVE xx,yx:PRINT z\$;:PLOT 500,500,2:MOVE x%+4,y%+3:PRINT z\$;:RETURN

(Prai) 640

{CxAs} 650 ' Read Machine Code

{ApA.i} 660

{HvAq} 670 RESTORE 810

{GwA1} 680 ch=0

{LuAu} 690 FOR ad=39000 TO 39272 STEP 8

{EkAn} 700 READ z\$

(NtA1) 710 c=1

{PpAq} 720 FOR a=ad TO ad+7

{CmAr} 730 a\$=MID\$(z\$,c,2)

{CxAs} 740 POKE a, VAL("&"+a\$)

{DtAt} 750 ch=ch+VAL("&"+a\$)

{PxA1} 760 c=c+2

{LuAk} 770 NEXT a

(DuAl) 780 NEXT ad

{AsCk} 790 IF ch()33676 THEN PRINT "Oh dear ! There's an error in the data!":STOP

{EiAn} 800 RETURN

{Alaw} 810 DATA 3E02323B993E0A32 (Plat) 820 DATA 3A99213C99014099

{Ltas} 830 DATA C3D1BCF5DD7E0032

(NWAV) 840 DATA 3A99F1C9F5DD7E00 {OmAu} 850 DATA 323B99F1C9F50100

{AvAu} 860 DATA F63E10ED79F1C9F5

(NxAs) 870 DATA 0100F6AFED79F1C9 (AiAu) 880 DATA 3A3B9932DD98DD5E

(HgAr) 890 DATA 00DD5601DD6E02DD

(Clau) 900 DATA 6603C3C0983A3B99

{CmAt} 910 DATA 320E993A3A9932E7

(Ruas) 920 DATA 98DD5E00DD5601DD

{JxAu} 930 DATA 6E02DD6603C3EB98

{IoAt} 940 DATA F30608C5AF0100F5

(HoAr) 950 DATA CBBEED78CB7F2002

(MjAq) 960 DATA CBFECB06060110FE

(Etaq) 970 DATA 00000000060110FE

{HrAt} 980 DATA C110E0231B7AB320

{OiAs} 990 DATA D8FBC9F33E090E0F

{Ctas} 1000 DATA CD1E990608C50E0A

{KpAt} 1010 DATA CB7E28020E003E09

(Dtau) 1020 DATA 06F4ED4906F64FF6 (MrAt) 1030 DATA 80ED79ED49060110

(IxAv) 1040 DATA FECB06C110DF231B

(NwAq) 1050 DATA 7AB320D7FBC906F4

(NoAu) 1060 DATA ED7906F6ED78F6C0 {Owau} 1070 DATA ED79E63FED7906F4

(NwAt) 1080 DATA ED4906F64FF680ED

{AUAU} 1090 DATA 79C90A013A994099 (MoAt) 1100 DATA 5499C36B98C37498

(Kuar) 1110 DATA C37D98C38798C390 (OiAs) 1120 DATA 98C3A598564F4C55

{MvAt} 1130 DATA 4DC553504545C44F

{GiAt} 1140 DATA CE4F46C65245434F {PtAt} 1150 DATA 52C45350454543C8

Tennis

No prizes for guessing what early video game Tennis is a '90s copy of! This version, programmed by Polys Pilavas, features both joystick and keyboard and speed control...

{AuCi} 10 MODE 1:y=10:INK 1,26:INK 0,0:PAPER 0:PEN 1:BORDER 0:GOTO 390

{GjCj} 20 ORIGIN 0,0:MOVE 30,32:DRAWR 0,335,1:MOVE 610,32:DRAWR 0,335,1:m1=3:m2=3

{GqCs} 30 x(1)=9:x(2)=9:x\$=" "+STRING\$(4,131)+"

":dx=1:dy=2:x=9:y=9:y\$=" "+STRING\$(4.140)+"

{GuBo} 40 GOSUB 200:GOSUB 210:GOSUB 220:GOSUB 230

{ImBq} 50 LOCATE x(1),2:PRINT y\$:LOCATE x(2),24:PRINT x\$

{GqAp} 60 xf=x+dx:yf=y+dy

{NxBm} 70 IF xf=38 OR xf=3 THEN dx=-dx:SOUND 1,100

{PkAv} 80 IF uf=3 THEN GOSUB 480

(Dlau) 90 IF yf=23 THEN GOSUB 530

{PmAt} 120 LOCATE x. 4: PRINT " "

{KsCl} 130 x=xf:y=yf:IF y(3 OR y)23 THEN FOR s=1 TO 9:CALL &BB18:NEXT:GOTO 390

{Ktax} 170 LOCATE xf. uf:PRINT CHR\$(143)

{Ln013 190 COTO 40

{MuCm} 200 IF NOT INKEY(8) AND x(1))1 THEN

x(1)=x(1)-2:RETURN ELSE RETURN (FiC1) 210 IF NOT INKEY(74) AND x(2))1 THEN x(2)=x(2)-2:RETURN ELSE RETURN

{GiCl} 220 IF NOT INKEY(1) AND x(1)(33 THEN

x(1)=x(1)+2:RETURN ELSE RETURN {HuCo} 230 IF NOT INKEY(75) AND x(2)(33 THEN x(2)=x(2)+2:RETURN ELSE RETURN

{BkCr} 390 IF y<3 THEN pl2=pl2+1:y=10:GOTO 400

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N.B. Your programs have a much better chance of being accepted if (a) they are 4k or less and (b) they work on both 64k and 128k

ELSE IF y>23 THEN pl1=pl1+1; y=10; GOTO

{BxFk} 400 CLS:PRINT:LOCATE 14.3:PEN 2:PRINT "Is it tennis?":PRINT:PEN 3:PRINT SPACE\$(16)"By Polys":PRINT STRING\$(40,"*"):PRINT:PRINT:PEN 1:PRINT SPACE\$(14)"Player 1 ";pl1

(EvBk) 410 PRINT:PRINT SPACE\$(14)"Player 2 ";p12

{MxBq} 430 PEN 3:PRINT:PRINT SPACE\$(9)"Press R to reset score" (PmBv) 440 PRINT:PRINT:PRINT SPACE\$(9)"Press G

for another game" {DtBm} 450 IF NOT INKEY(50) THEN

pl1=0:pl2=0:GOTO 400 {PxBq} 460 IF NOT INKEY(52) THEN CLS:CALL &BB18:PEN 2:GOTO 20

{CuAu} 470 CALL &BB18:GOTO 450

{HoBv} 480 IF x(1)+2=xf OR x(1)+5=xf THEN dy=4:SOUND 1,150

{KtBx} 490 IF x(1)+3=xf OR x(1)+4=xf THEN dy=2:SOUND 1,176

{DuC.i} 500 IF x(1)+1=xf OR x(1)+6=xf THEN dx=dx:dy=2:SOUND 1,200

{LxBp} 510 IF NOT INKEY(9) AND m2>0 THEN du=5:m2=m2-1

(Fran) 520 RETURN

{LqCi} 530 IF x(2)+2=xf OR x(2)+5=xf THEN du=-4:SOUND 1,150 {FmBw} 540 IF x(2)+4=xf OR x(2)+3=xf THEN dy=-

2:SOUND 1.176 {IiCk} 550 IF x(2)+1=xf OR x(2)+6=xf THEN dx=-

dx:dy=-2:SOUND 1,200 {GxBq} 560 IF NOT INKEY(76) AND m1>0 THEN dy=-5:m1=m1-1

{ApAn} 570 RETURN

BASIC TUTORIAL ... BASIC TUTORIAL ... BASIC TUTORIAL ... BASIC TUTORIAL ...

90 ANS\$="":INPUT "Process strings (Y/N)"; ANS\$ 100 MEND 110 END

Here's what's happening. The program says while our condition is still true, process loops. When the condition stops being true, stop processing. Line 20 merely sets up a variable for a prompt and the condition for the WHILE loop. That is, ANS\$ is our answer to the question, do we want to process strings? We set this to Y for yes intially (obviously we

want to process at least one string otherwise we wouldn't have bothered to run the program.

That might not always be true though, and we could use WHILE without a precondition and either enter the loop or not depending upon some other test - don't worry, it'll become clearer later...). The rest of the code until line 90 is exactly the

same as that used in the FOR...NEXT loop. We pass

through this code, inputing a string, testing it for

errors, counting it and printing the results then reach

line 90. Now, do we want to continue? If yes, then

WHILE ANSS="Y" in line 30 is true, the loop skips back to line 40 and we process another string. Answer in the negative, however, and line 100, WEND, is encountered. WEND simply means While END, and does just that, ends the WHILE loop. Line 110 ends the program.

And there we have it. A loop which will perform iterations automatically (in this case, semiautomatically) and one which we can break out of at any point if the loop condition is no longer true.

Normally, the WHILE loop condition wouldn't rely

of the loop (in that situation, a simple GOTO would work almost as well), but we used it here to illustrate WHILE...WEND is a very powerful BASIC

on a direct input because that impairs the efficiency

construct and one which few BASICs had until comparatively recently. Later in the series, we'll really put WHILE...WEND through its paces, but for now, at least you've met it.

Now let's just finish this month's column with an explanation of something I've used a few times but

haven't told you about (actually, I forgot!). Multiple statements - any idea what I mean? Look at lines 70 and 90 in our code. See that

colon? By using a colon, we can put several entirely separate BASIC statements together on one line without confusing the computer. Sometimes, this is simply to gain clarity or save time and effort typing lots of separate lines, but at other times, such as on line 70, the only way a particular construct will work is by using mutiple statements.

That final BASIC instruction on line 70 (GOTO 40)

is only performed if the first statement on the line is true (is the user input invalid?) If that statement isn't true, then the rest of that line is skipped - without regard to the rest of the arguments it might contain - and processing continues on the next line. If we'd put GOTO 40 on its own line following line

70, then we'd always jump back and prompt for input - nothing would ever be processed! Experiment with multi-statement lines and the

WHILE...WEND loop until next time. See you!

Reviewed

this month

PUBLISHED BY DOMARK

COIN OP CONVERSION BY TEQUE LONDON LTD

AMERICAN TAG TEAM WRESTLING....



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A SMALL SELECTION FROM OUR WAREHOUSE

DFFERS WHILE STOCKS LAST TRADE TERMS OF TRADING.

A groovy new wrestling game, a budget compilation, some re-releases, Lemmings cheats, and a couple of new games from CodeMasters... welcome to Power Up, AA's very own games department.

Adam Peters

Done anything exciting this month, Adam? "Well, I made contact with aliens." Er, that sounds quite exciting. What happened? "It was amazing. I was just idly strolling round the office when I happened to glance out of the window and saw the word 'Hello' high up in the sky. Having read a number of books on ufology I knew exactly what to do, and immediately strapped a TV ariel to my head and leant out of the window. I tried to engage the aliens in conversation, mind-speaking messages DJ PUFF'S VOLCANIC ERUPTIONS of friendship and fraternal greeting, but they didn't reply. I was so disappointed. It was only later that discovered the gossip magazine lying on the



with the whole of his body except his mouth and left knee enclosed in plaster. Oh dear Rod, what happened to you? "I fell out of the window. I'm usually very doubtful of Adam and his little schemes, but this alien contact thing was different. I've always been interested in outer space, and didn't want to pass by the opportunity to make contact with an alien race. Unfortunately I leant a bit too far out of the window when looking for their spaceship, and fell out of it. Oh well. Adam's still looking for aliens and he's promised to bring one with him when he next visits."





TOTAL RECALL

ACTION TEST pages 44-47 • ACTION REPLAY pages 48-49 • CHEAT MODE pages 51-54

table with its title reflected in the window. Oops."

Rod Lawton Rod was in hospital when we caught up with him,

The hit parade

NEW ZEALAND STORY Hit Squad • 76% (AA73)

Hit Squad......71% (AA74) MAGICLAND DIZZY • C/Masters 85% (AA64) RAINBOW ISLANDS • Hit Squad..89% (AA78) DIZZY'S EX ADV • C/Masters74% (AA76) **QUATTRO COIN-OPS • Codies...Not reviewed**

BUBBLE BOBBLE

TOTAL RECALL • Hit Squad......90% (AA85) BATMAN - MOVIE • Hit Squad....94% (AA74) HYPERSPORTS • Hit Squad......88% (AA4) SHAD)W WARRIORS • H Squad...65% (AA82)

4 GAME PACK • Atlantis.....Not reviewed

ROBOCOP • Hit Squad84% (AA78)

11 DALEY THOMPSON • Hit Squad...81% (AA8)

12 GOLDEN AXE • Tronix58% (AA75)

FANTASY WOR DIZZY • Codies ..89% (AA52)

DRAGON NINJA • Hit Squad79% (AA79)

1ST DIV MANAGER • C/Masters.54% (AA83)

DIZZY PANIC • C/Masters35% (AA76)

PENGUIN

HARTS · GALLUP

20 DIZZY COLL • C/Masters......Not reviewed

American tag team wrestlin

Zeppelin ■ 091-385 7755 ■ £3.99 cassette

Wrestling games are crap. There you are, I've said it. Rock 'n' Wrestle was crap, WWF Wrestlemania was crap, and American Tag Team Wrestling is crap. Forget the sport sim nonsense, wrestling games are just beat-em-ups where you can't go anywhere. Very poor - and I'll gladly go eight rounds with anyone who says otherwise.

But a good game of a crap type is better than a crap game of a good type (what? - ed) so let's get constructive: Tag Team Wrestling puts you in control of a pair of reprobates in leotards, only one of which can be in the ring at any one time (none of that cheating two-against-one-when-theref's-back-is-turned nonsense here, folks), Each wrestler has an energy bar, which drops as they take damage and rises as they rest.



This woman wanders on to the pitch at the start of every round, waving a card about.

When your energy reaches zero, the opponent can pin you if you're knocked to the floor. If they can hold you down for a count of three, you're history. So you've probably worked out one of the main tactics already: when your chap's energy gets low, run to your corner to tag in his (altogether healthier) chum. That way you'll last longer.

Right, so what are the negative points? Firstly, two-player games go on for ever and ever and ever. If no-one's won after three two-minute rounds, there's a re-match. The only way to win is to hold the opponent down for a count of three. In two player games everyone gets up at the one or two count. So annoving!

Secondly, the computer opponents are complete cowards. You have to chase them round and round the ring to try and get a shot in. Stand

in the middle and wait for the opponent to join you and you'll be waiting an awfully



Oops. These two chaps have just run into each other. Gotta laff though, haven't you?

long time. He just zig-zags round the perimeter, keeping well out of your way. The vellow-bellied son of a porcupine's milk-maid.

OK, so what are the positive points? Well there's a nice range of fighting moves and the 'tag team' element does add something (but not much) to the usual wrestling gameplay. American



This running around is probably very good exercise, but it's not exactly wrestling is it?

Tag Team Wrestling is just about on a par with WWF, and it's a whole lot cheaper...

Games like this are loads more fun in twoplayer mode. Even though the contest drags on for ages before anyone wins, you'll have big fun beating and bashing your human opponent. Just don't take it too seriously, OK? And remember: wrestling games are crap.

GRAPHICS

Decent enough graphics. It's easy to easy what's going on, though the sprites are a bit blocky.

SONICS

Typical computer noises, 'Dutsch' 'Pwuvuuu' 'Beeeee' 'Schhwu'. Do I need to spell it out?

GRAB FACTOR

Wrestling is ultra pop at the moment, and Tag Team looks and plays as smooth as WWF.

STAYING POWER

It soon gets very boring though. The two-player mode has potential, the solo mode will last a week.

AMERICAN TAG TEAM WRESTLING IS a reasonable enough game. It's no long termer, but it's fun.

RATING 74%

Adam Peters

down, but down he go.

fast between the ropes, then ghoulies. Not special but it to do damage. Punch in face jump and kick. The biggest and makes their eyes water. hardest kick there is, it makes Justin: They need to be very like demolished chimney, Ug. the biggest and hardest pain near to get a kick or punch in Justin: Why must we fight, Mr

them and hurt them good. lustin: Oof.



ring to the other, very fast. Run knock them over and lie on Justin: Ha, stitch this Knuckles, into enemy for pain or do flying them. If referee can count up you primate. Put you off guard kick for extra pain. I like it.

Justin: If your opponent tries get the big belt. this, go and sit in the corner. If Justin: You might be able to get scruff of the neck, a hand to you wait the runner might get up from this before the three the arm and wham! It's victory really tired and keel over. But count, or you might not. It to the man in the pleasant red

Here's Knuckles (blue cosie) and Justin (in the red) modelling them for us...

Move that body

There are a number of different moves you can use to try and do in your opponent.

below. Knuckles is coming!

Justin: Yes, this one's quite Justin: Keep out of the way. It Justin: This just isn't on. You've painful. It really hurts the side takes ages for a wrestler to get been knocked to the ground, of your head. There are a lot of up on the ropes and only a fool the one thing you don't need is far worse moves though. would get caught out. (Thwack) an elbow in your stomach.





Well, a bit less to worry about.



Knuckles: The chop to the head Knuckles: Here I go, this is fun. Knuckles: When opponent is is a good move. Sometimes it Into the corner and onto the floored by punch or kick, add takes two or three before he go ropes, then off I jump. Look out to pain with elbow drop. Do two or three before they get up.



Knuckles: Need to be running Knuckles: Simple kick to the Knuckles: Simple but good way that is possible. Ha ha. Hurt on you. Keep your distance and Knuckles? Why don't we just you've nothing to worry about. talk over our disagreements? It all seems a bit one-sided, too.



Knuckles: Run from one side of Knuckles: When enemy tired, Knuckles: Woooo.



to three you are the winner and with my 'not very good at fighting' routine, eh? A grab by the

o can play at that game: Adam and



It started off so merrily. A fun game of TAG TEAM WRESTLING to relax after a hard day's work. No-one was going to take it all that seriously, surely?

AMSTRAD ACTION October 1992



Wrong! These blokes take it all very seriously. See that concentration etched on their success. Adam was less happy. "You think faces. This was the big contest to see who was the office wrestling champ.



Rod won and seemed very happy with his you're the wrestling champ then, Rod?" "Yeah, I am. I'm the champ!"

Rod have a go on Tag Team Wrestling



"Oh yeah?" Thwack! Things seem to be getting a little heated as Adam lands a punch on Rod's chin, knocking him out of his chair. "Come on then, wrestling champ!"

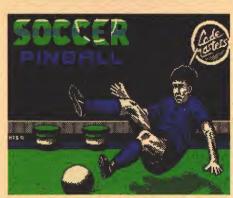


An angry Rod floors Adam with a drop kick and ankle lock. "Ow, get off," screams Adam (like a big girl). He grabs a chair and smacks Rod round the head with it.



Ten minutes of mindless violence later, Rod's out for the count and Adam's upside down in the wheelie bin. Conclusive proof that violent computer games screw you up.

October 1992 AMSTRAD ACTION



Oof! Does CodeMasters fall flat on its backside with the daftest footie concept ever?

Soccer what? Come on now, how can you have a game called Soccer Pinball? The two games have got absolutely nothing in common...

...Or have they? Sit down and play CodeMasters' little budget outing for a minute or so and you start to get the idea. It's actually like table football in a way. You use the flippers to try to score a goal (there's a little goalmouth half

Pitching in

Cor, this don't look much like a football pitch, do it? And yet there are certain common features...

tokens and little footballers pop

The 'enemy goal. You've the ball in

> ..but these get in the



won't score from up here, thouak

Don't let the ball go down here! (As if you had any control...)

Here's your two centre forwards... flippers.

CodeMasters ■ 0926 814132 ■ £3.99 cassette

way up the table), which is a bit like flicking the levers in table football. Sort of.

And yes, well, pinball and football do ase spherical objects which you're trying to proper in roughly the right direction... OK, we'll admit it. Soccer Pinball does make a funny sort of sense as a game.

In fact, it's really rather fun. It's also a bit difficult. If you want to get to the next round you have to score three goals - but first you have to knock the defenders out of the way. You've only got three balls to do it with and since the gap

between the flippers at the bottom of the table is that fraction too wide. you keep losing the ball!

No. it's not at all frustrating. eally it's not.

Get off Level One and you



reach Level Two (not too surprising that). Here it's more of the same, except that there are a few more defenders to get out

There is a two-player mode, but it's a boglandard alternating play job - now if it was simultaneous two-player action, that would be

The graphics are pretty dull but nicely. detailed mode 1 stuff, the ball moves nice and smoothly and the pinball effect is very convincing. There are just two basic problems, though, Pinball Soccer is too difficult for a game of chance. Yes, no doubt there are people who think that pinball is a test of skill, but there's not much evidence of it in this (it might just be that you're rubbish, Rod - Adam).



Oh no, you've let the ball get past you! The computer rubs it in by displaying a picture of your despairing goalie..

Secondly, it's a bit on the dull side. Well, a lot, really - unless you're mad on pinball in any form.

There's a third problem, too. Some fool kicking footballs around this page, and when I

find out who it is I'm going to give them the boot frod will shortly be appearing in pantomime in a Siberian salt mine - Adam)

Rod Lawton

VERDICT

GPADMICS

Not exactly riveting to look at, but pretty detailed and everything moves quite smoothly.

Jolly bop-a-long title tune and all the usual boppy, twirly, jingly, beepy pinball sounds

GRAB FACTOR

Soccer Pinball grabs you harder than Vinnie Jones (but doesn't make your eyes water quite so much)

STAYING POWER

Well, to be honest - to be brutally honest - this is pretty pitiful once the novelty's worn off

Soccer PINBALL sounds like a barmy idea for a game, but it's actually quite good fun. For a while.



The simplest way to jump is to push up, then left/right. The controls are a bit sluggish until you get used to them.



The creature with a face like an unzipped cushion is a split second away from having the stuffing blown out of him...



Get that apple! Every time you zap a monster it leaves some food behind. Don't tread on those arrows to the right, though,

CodeMasters II 0926 814132 II £3.99 cassette

DJ PUFF'S VOLCANIC Eruption? What sort of title is that? It sounds like someone suffering Some of these are in the form of from a gastric complaint

However, the hero of our tale, Puff, is above engagingly whilst trying to do you such vulgarity. This little dragon bloke is so cute in. Some are giant whelks that he will make you sick Puff (who is now a DJ) has occasionally throw out a to recover his record collection from the evil Others are scowling flat tops who fire Captain Krip (who's nicked it).

To do this you have to wipe out all Krip's nasty henchmen (and hench whelks and henchblobs) by firing twirly things at them, lobbing bombs or breathing fire (depending on which bonus you've picked up).

The idea is to collect a whole load of records scattered around a platform maze. But between you and these rings is

You start off on

this ledge -

head down to pick

up a special weapon.

Here's your

a whole range of nasty surprises. blobby creatures that smile

> This nasty geek fires

> > nasty that

arrow at you.

Your first record...

222222

Here's how to find and recover the first record in

your stolen collection (it's probably the Nolans).

Use a bomb

on this poor,

unsupecting little

blob (pull Down).

This giant whelk

arrows. There's more, but that's enough to be getting on with

.Especially since there are nasty things you mustn't land on lupward-pointing arrows in the ground and conveyor belts that try to take vou where you really don't want to gov. Oh, and don't fall in the water.

DJ Puff is nice and colourful, but it doesn't exactly move at the speed of light.

And here's the

first record

(collect the lot to

finish the level).



Those curly, fluffy things you fire at the nasties do actually kill them (eventually).

The little feller himself can go left and right, jump in the air and launch any special weapons.

You don't get any sound effects during the game. Instead, you get a really rather sweet soundtrack which plays continuously (until you bury that hatchet into the keyboard).

OK, that's enough nastiness at the expense of poor little Puff. It's vet another platform arcade game, but it's a pretty good one.

Rod Lawton

GRAPHICS

October 1992 AMSTRAD ACTION

AMSTRAD ACTION October 1992

Level Two is just more of the same, but

with more defenders to knock out of the

way before you can score.



Hello! Time for some budget re-releases. This month: NARC, NARCO POLICE, the narkingly bad BADLANDS and, er, TOTAL RECALL. Here's **ADAM PETERS...**



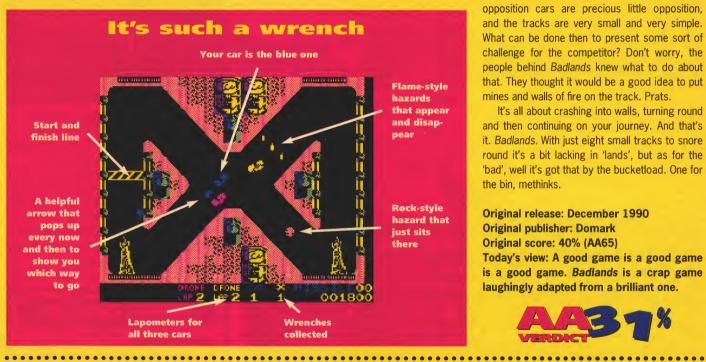
Badlands

HIT SOUAD n 061-832 6633 n £3.99

"but it hasn't. The graphics are supposed to look ics are probably the least of this game's worries.

You'd think it wouldn't be possible to mess up thing else they've ever produced).

I'd never played Badlands before, but Rod gave a game based on the super addictive gameplay me an idea of what to expect. "When it loads up classic Supersprint, But if anyone can manage it. you'll think the CPC has crashed," he warned, you'll have to place your money on Domark, who seem to specialise in crap games (cf Pit-Fighter, like that." No matter how crap it looks, the graph- Hydra, Super Space Invaders, Skull & Crossbones, STUN Runner and just about every-



And indeed, manage it they have. (Good work.) So what's wrong with Badlands? Most things really. Removing the reverse function and replacing Up with Fire (as the control for moving forward) hacks to pieces the intricate control method that made Supersprint and Supercars such delights. What you're left with, when the chiselling is over and the dust clears, is one of the easiest and most pointless games ever.

Your car hasn't got the expected handling problems (control method and slip factor), the opposition cars are precious little opposition. and the tracks are very small and very simple. What can be done then to present some sort of challenge for the competitor? Don't worry, the people behind Badlands knew what to do about that. They thought it would be a good idea to put mines and walls of fire on the track. Prats.

It's all about crashing into walls, turning round and then continuing on your journey. And that's it. Badlands. With just eight small tracks to snore round it's a bit lacking in 'lands', but as for the 'bad', well it's got that by the bucketload. One for the bin, methinks.

Original release: December 1990 Original publisher: Domark Original score: 40% (AA65) Today's view: A good game is a good game is a good game. Badlands is a crap game

laughingly adapted from a brilliant one.



HIT SQUAD n 061-832 6633 n £3.99

'Winners don't use drugs' was the slogan on the box when this game first came out, "What about Ben Johnson?" the smart arses asked. No-one had an answer for that. Snappy slogan, though.

The anti-drugs diatribe continues through the



A quick stroll round the block (and with these graphics it is a block) turns sour.

game itself, which centres on the battle between the narcotics police and the evil drug barons. Well actually it's more like the battle between one narcotics cop (you) and anyone who happens to cross your path. The unfortunate bullet cushions are normally spaced-out junkies. This begs a question: trying to stop the drug barons is fair enough, but surely shooting the junkies is going to do them just as much harm as the drugs are ever likely to? Oh well, this is America, the country where they shoot first and order bagels later.

Narc wins several points for stupidity right from the outset, being a 128K-only tape. So if you've got an unexpanded 464, or non-doctored 6128 Plus, you... er, well you can consider yourself quite fortunate really. This is a sad game.

There are twelve levels of pretty much identical mindless shooting fare. The plot and so forth are soon forgotten in a game so tired and unoriginal that the ill-defined sprites and snail-speed scrolling are all you'll remember it by.

It's boring, it's repetitive, it's unoriginal, it's repetitive, it's dull, it's crap to look at, it's predictable, it's dull, it's unoriginal, it's boring, it's crap, it's repetitive and it's unoriginal, And I'm going to rip the tape to shreds right here... (rip. shred, etc) ...good, I feel better now. As a twoplayer game this has moderate appeal. On your tod, you're better off talking to the wallpaper.

Original release: May 1991 Original publisher: Ocean Original score: 60% (AA69)

Today's view: Narc reminds me of Alien Storm, which is like being reminded of the day your cat died. Aaaaaaarrgh...



Narco Police

KIXX n 021-625 3388 n £3.99

Spook! It's this month's second opportunity to join the Drugs Enforcement Agency: narcotics police in the area, part two.

Narco Police is set in the future (February 23rd in the year 2003, about 2.10pm). More than 20% of the earth's population are hooked on drugs, and the evil drug barons (those evil drug barons again, eh?) are about to get a visit. They think they're safe enough on their Central ably difficult'. The continental software house is



Here's the island where those nasty cigarchewing cocaine fiends hang out. The gets.

American island, but they reckoned without the Narco Police who are, even as we speak, racing their way Xybots-style along some tunnels, their big guns primed and ready to fire.

You can see what the game is like from the screenshot, the only other thing to add is that it's a Dinamic game, 'Dinamic' is a Spanish word which roughly translates into English as 'unspeak-



We couldn't get a shot of the game (techie problems, you see) - here's the title screen.

renowned for games which look and play fab (Army Moves, Navy Moves, etc) but which no-one has ever managed to get past level three on without a cheat

Major irritations with this particular unspeakably difficult game include having bullets or hand grenades propelled towards you by hidden enemies. These enemies are so well hidden, in fact, that the first hint you get of their presence is when your chap screams and falls to the floor in a pool of blood, Yeah, cheers Dinamic.

The 3D scrolling is a bit of a departure from the Spaniards' usual horizontal shooting fare, and while the game is nothing special, compared to most of this month's releases it's a little corker. If only it wasn't so difficult. (I blame General Franco.)

Original release: February 1991 Original publisher: Dinamic Original score: 68% (AA66)

Today's view: Over-difficult but reasonably fun shoot-em-up with a neat 3D perspective. The sound is crummy, by the way.



Total Recall

Work, rest and play

HIT SOUAD n 061-832 6633 n £3.99

It was a dream you know. Buy the video and fast with only the simplest of objectives; basically, forward to the bit where Quaid's in the implantamake your way to the other end of the level. tion room at Rekall. The geeky assistant looks at the memory chip and says: "Mars with a blue sky? That's a new one." See, conclusive proof. (Write in if you know what Adam's on about – ed.)

gamelets. The first level immediately points to how classy this program is. You'd expect a plat-

46

The weapon

(vour fist)

currently in use

ENERGY

SHOTS

A pad that

switches

lasers off

Arnie

(hurrah!)

A lever

that will

remove a

magic up a platform

wall or

Not so the first level of Total Recall, which is an excellent mini-game in its own right. There are five objects to be collected en route, and as well as all the running, jumping and shooting, there Total Recall is one of Ocean's famous pick 'n' are various pads and levers around that have to mix movie licences. Of the five levels, three are be triggered in the right order if you're to get platform-based and the other two are racing past the hazards. It's best described as a 'puz- on the freeways affairs, with more than a little zly, platformy, shoot, beat and collect-em-up'.

And there's another four levels to come! Both form level in a pick 'n' mix game to be fairly small driving sections are horizontally-scrolling death

4898

00002000

Five boxes waiting for the five items

(total so far: slightly less than one)

you need to collect on the level

A laser that

hasn't been

switched

(mind. it's

off yet

hot!)

Lift to

higher lev-



Chaires To the left: the drummer from The Farm. To the right: a big Mastergame logo.

similarity to each other. There's someone on your tail, lots of big trucks in the way, and you run out of fuel if you don't collect the fuel power ups you'll find scattered around.

Total Recall is basically two different games. repeated a few times (with minor adjustments) and bunged into a single box. The third and fifth levels are the same as level one, except the enemies dress differently. And that's it.

The depth of the platform elements puts this ahead of Terminator 2 at the top of the Arnie games' league table. (Red Heat comes third, well ahead of Predator, with The Running Man too crap to even qualify.)

TR is not going to win any awards for originality, but it's very professionally done and great fun to play. And that's what matters, right? You bet.

Original release: April 1991 Original publisher: Ocean Original score: 91% (AA68)

Today's view: One of Ocean's best movie licences ever. The platform levels are a real treat. A jolly good show all round.



October 1992 AMSTRAD ACTION

Amstrad Action

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hensive file-handling (full disk management) from within the program. Can be 'expanded' with Prospell. Promerge and Protype

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can buy for your Amstrad (it's the one that is



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Starting this month, a new pokes request spot PLUS more keypress cheats, a complete solution for Hudson Hawk and loads of Lemmings help...

On restarting, all your characters will be alive again, but with a body point of zero. However, lead your character into a booby trap or trap door in the floor and you now have infinite body points. Do this for all the characters and you can carry on as normal and complete the quests.

Pana

Christopher Allen Of Market Harborough suggests for the cartridge game Pang that if you wait on the title screen until the demos have finished and the title screen has come around again you get 4900 points... if you wait for it to go around twice you get double points! Wait even longer and you get enough points for extra Do this for all the characters, then select lives... (ha, you buncha wimps - fancy needing extra lives for Pang! - ed)

Lemminas

Sale's Mike (doc) Wong hasn't left us for good after all - he's still holed up in an emergency at Holby General. He has come out of retirement to sort out the mastergame Lemmings. Apparently there is a bug in the program (the disk version. at least) which means the codes above level 5 are reported as incorrect, Anyway. Wong to the wes... err. rescue. If you have a Multiface then you can put it right by poking &98C8 with &3C. The level codes are:

01 REJHI DHRCP 03 NHLDHREDCV 05 LDHBEJLFCX **07 HBENLLDHCN**

02 MJHLDHBCCY **04 HLDHBMNECO** 06 DHBMJLLGCO 08 BMNLLDHICW

More keypress cheats!

As promised in last Jungle Warfare by month's issue, we've got the second wave lanother

seven!) of keypress cheats comes from the amazing Multiface of Keypress King Paul Harper, from

Hero Quest

ters' names to ones of your own.

game from the main menu.

Lee Rouane of Ashover is becoming a regular

character in this column (even if he has con-

tributed to the "other" Amstrad magazine, we still

like him). This month he has a tip for Hero Ouest:

On starting the game, get all your characters

killed, and then go back to the main menu.

(That's all I've ever done - ed) Before you play

the game, go to the character select option from

the main menu and redefine all the dead charac-

Havoc by Players: At any time during the game hold down the keys ARN together for invulnerability.

Shark by Players: At any time during the game hold down Z and the full stop "." on the keypad to load the next level.

Ha ha - can't even get off Level One in

SHARK, eh? Well with this keypress cheat,

Mastertronic: Press SHIFT and P to pause the game, then type JASON. Pressing P will restart the game with infinite lives.

Megabucks by Firebird: At any

time during the game hold down the keys "M", "<" and ">" and press any cursor key to see the

Tomcat by Players: On the title screen hold down the keys GDAY and a message GDAY BRUCE appears, then you can play the Tomcat upside down (Australia, geddit?).



Making megabucks has never been easier cheat from Paul Harper.

If you hold down the keys again on the title screen it will be put right.

Realm by Firebird: At any time during the game hold down the keys SHIFT (TAB) and F9 and you will complete the game - it doesn't do anything else, but there you are, what do you want, blood? (Yes, yours - ed)

Stairway to hell by

Powerhouse: During the game press the right cursor to enter the next screen and the left cursor to go back a screen. Each time you do this a live will be awarded to you.



Want to fly upside-down in Tomcar? (Also Making megabucks has never been as Breakfast Revisited.) We tell you how! (But not with a state of which is the state of with a state of which is the stat how! (But not why.)

09 BEJHMDHJCY 11 NHMDHBELCO

13 MDHBEJLNCO 15 HBENLMDPCW 17 BEJHLFHBDS

19 NHLFHBEDDY 21 LFHBEJLFDK

23 HBENLLFHDO 25 BEJHMFHJDL **27 NHMFHBELDR**

29 MFHBEJLNDT 31 HBENLMFPDJ

33 BEJHLDIBES **35 NHLDIBEDEY** 37 LDIBEJLFEK

39 IBENLLDHEO 41 BEJHMDIJEL

> **43 NHMDIBELER 45 MDIBEJLNET 47 IBENLMDPEJ**

49 BEJHLFIBFV 2) 51 NHLFIBEDFL 10 MJHMDHBKCR 1253 LFIBEJLFFN 12 HMDHBMNMCX 255 IBENLLFHFT

14 DHBMJLMOCJ 27 57 BEJHMFIJFO 16 BMNLMDHOCP 3459 NHMFIBELFU

18 MJHLFHBCDL 20 HLFHBMNEDR 22 FHBMJLLGDT

24 BMNLLFHIDJ 26 MJHMFHBKDU 28 HMFHBMNMDK

30 FHBMJLMODM 32 BMNLMFHODS 34 MJHLDIBCEL

38 DIBMJI I GET 40 BMNLLDIIEJ

42 MJHMDIBKEU 44 HMDIBMNMEK **46 DIBMJLMOEM**

48 BMNLMDIQES 20 50 MJHLFIBCFO PA 42 52 HLFIBMNEFU

24 54 FIBMJLLGFW

26 56 BMNLLFIIFM 2458 MJHMFIBKFX

30 60 HMFIBMNMFN

Lemmings (2)

Failing all that, Jamie Turpin of Greystones (across the sea in Ireland) has discovered a keypress. Hold down the keys SHIFT, Z,E and X on the screen displaying the current level, and the level will increase. Do not extend it past 60 - it does not return to normal.

36 HLDIBMNEER & Lemmings (3)

Our third and final wodge of Lemmings help is from Gordon Masson of Nairn. Here's what he reckons you should do with your suicidal little pals:

Climbers & Floaters

For both Climbers and Floaters, click in advance because it's harder to click on lemmings when they are close to the object or falling. But keep an eye on Climbers as they have a habit of climbing to their own demise.

Blockers

It's possible to turn Blockers back to Walkers if you get a lemming to dig away the ground he is standing on.

> Blockerless?

If you run out of Blockers, dig a pit to trap the other lemmings then, when the other task is finished, make a ramp out of the pit and the lemmings can carry on.

> continued on page 54

Hudson Hawk solution

solution for Hudson Hawk

February! Better late than never, eh Ben?

Level 1

Subgame 1: At the start, stay off the ground as much as possible and avoid the dog. To get up to the open window use the two crates at ground level Push the first on to the lift and the second to the left of the door. Drop the first on to the second, keeping the crates on the screen at all times. Push the crates along and press Up to climb. Use the other crate as a boost to get to the open window. Stand to the right of the window and press Up to finish.

Subgame 2: Be careful of the plugs. Jump over those below the skirting board and crawl under those above. Use the crate to climb over the higher objects. Don't tread on the black and white floor tiles.

Subgame 3: Use the sofa to bounce over the black and white floor tiles. Wait for the bloke with the gun to turn around, whilst standing on the pile of crates. Then throw a ball at him. Don't fall down the hole between the two chests of drawers or you'll be sent back to the start of the game.

Subgame 4: Start by going to the right. Jump over the electricity thingies and watch out for the steam pipe. Go up once and jump onto the next ladder (if you miss you get frazzled). To turn off the fan touch the switch at the bottom of the stairs. Go as quickly as possible because all of the switches the steam pipes at the end.

Subgame 5: Wait at the beginning for two climb back up to the tightrope. blokes with guns. Lie flat on your stomach and throw balls at them before you go past the laser Subgame 4: Avoid the different coloured and climb the ladder. Go across the tightrope and

Ben Garside of Southampton Level 2

here in October's Cheat Mode - I have had it since climb the second to the top. Go left, collect the the ladder to finish

> At the first junction go up the ladder to the very top. right, then up. Go left, up then across the tightrope. Beware of the large drop following, keep pressing Right and enter the uppermost tunnel. Go down.



right and down again, then right into the tunnel with spikes coming from the floor. To turn off the fan go down the ladder and flick the switch. Run as soon as Subgame 4: Push the crate near the top

Subgame 3: Fall straight to the very bottom of the screen. Jump over the dark blue (dark green are on a timer. Continue through, but be careful of if you have a green screen) soil and kill the baddies immediately above and in front of you. Avoid all bombs dropped by the two parachutists and then Flick the time switch, jump across and fall down to

floor tiles, lie down and shoot the baddies. Go down jump across to open the door. You've done it!

the ladder at the far right and jump over the up will be surprised to see his Subcame 1: Fall to the left and climb the arrows. Go along to the end and through the hole in steps to the right. Go past the first set of stones and the floor. To kill the thingles that throw bombs, keep them at the edge of the screen, stay clear of the money, then right. Kill the bad guy by lying flat and bombs until they have exploded, then throw tennis throwing your ball. Jump off at the end and climb balls. Also, avoid floor tiles below the posts by jumping over them. Go right down a ladder, then left. killing two other baddies, and then down a further Subgame 2: At the beginning go right down. ladder. Avoid treading on the floor at this stage, use the bricks to walk across

Level 3

Subgame 1: Climb up the stages, avoiding falling objects. Use the ball to burst the balloons held by baddies. At the top go right, up the lift and

Subgame 2: Fall down, but not too far, and then climb back up the white platforms. At the top, go left and onto the tightrope. Beware - there is a monkey on the rope. Go left, fall down, and run left avoiding falling objects. Climb up the stages and the ladder. Go right, avoiding the pikes. Use the crate to boost your jump to climb the ladder and finish.

Subgame 3: Ignore the fat man in white at the start. Go to the far left and climb the stages, avoiding the enemy ball by continual movement in different directions. At the very top, go right and jump into the window to finish. Do not use the lift.

right to the left and on to the lift. Take it up two stages using the lifts, and then push it off to the right. Use it as a boost to jump up and finish.

Subgame 5: Fall down and push the crate to ground level. Push it to the far left. Go right and up. get the crystal. Throw the ball at the switch in the bottom right corner. Run quickly left, flick the switch

Covertage pokes

Multimixx 4 (tape), Super Seymour (tape), Puffy's Saga. AA80 covertage (Anarchy & Stryker)

Wherever would we be without our regular hackers on the search for those elusive pokes? Without a poke section that's where!" (I've forgotten how to do

Street's Graham Smith (I was down at Glastonbury for a few days in the summer, Gray, did you get to the festival?) has whipped up some more tane crackers for us in the shape of Multimixy 4 which gets 500 health points for 1 portion of food on all games. Super Seymour saves the planet - but only if he gets infinite lives, and Puffy's Saga gets an extra dose of energy per portion of lamb. Last, but by no means least, is the complete AA80 covertape poke, giving infinite lives on Stryker and Anarchy. Keep 'em coming Grav.

Bombfusion

Andy Price has been hanging on to this tape poke for Bombfusion which redefines the first four levels and gives infinite lives. He wrote it back in 1990 but it hasn't seen the light of day until now (mainly because I forgot to put it in!).

Request spot!

Your letters for requests have been flooding in. Now, this is where it gets very messy! Most of the pokes we have used in the past were written for the

some of the loaders, and even games have been changed when they were re-released on hudget titles (Red Heat is one of the casualties - sorry to those who wrote). So... I'll do my best, but can't actually promise that the pokes will work on the version you own.

Anyway, totally undaunted by trivialities, here is this months wealth of cheatery from the Cheat Mode vault (under a blanket in my bedroom, actually!).

• All pokes for tape versions



Saps your energy, being a semi-robotic cop - but not with this poke.

1) Robocop

stops the energy bar from sliding down. Get the cheat you need from the program.

2) Frankenstein Jnr A (good old) Graham Smith poke from back in AA60

original tape games. It's becoming apparent that This is an early poke from Andolpho Price. It - it supplies infinite lives.

removes the ghosts and makes life last so much



Oi, ya buncha wimps! They say you need more time at the Combat School!

3) Combat school

Back in '88 it was printed in AA29, but one or two of the numbers got switched (!). So after only four vears here is the correction... The poke allows you

4) R-Type

Another Mike Wong poke from back around AA43. This poke also found it's way into the Cheat Mode This was a pretty classy game in its day - this poke Revenge book, but don't let that put you off! Select

5) Wonderboy

Multiface Masterclass

Masterhackers Lee Rouane of Ashover and Paul Harper of Lowestoft dish the dirt on this month's Fairlight 2 batch of games...

NAME .		ADDRESS	POKE	EFFECT
Classic Axiens	(t)	388D	A7	Inf. lives
Classic Muncher	(t)	09E9	C9	Inf. lives
Impossamole	(t)	261C	00	Inf. energy
Batman 3d	(t)	1C90	99	Inf. lives
Shockway Rider	(aa)	9181	no	No. of lives
Licence to Kill	(t)	81AB	No	No. of lives
Live and Let Die	(d)	7402	01	Inf. fuel
		5b67	00	Invulnerability
Overlander	(d)	1815	00	Inf. lives
Insector Hecti	(t)	4E74	00	Inf. time
		4F2F	00	Inf. lives
		4F22	50}	50 shots per level
		7FØB	50}	
Navy Moves	(t)	7D01	FF	255 lives
Gunfighter	(t)	33EC	A7	Inf. lives
		3388	A6	Inf. bullets
Op Thunderbolt	(d)	18FF	00	Inf. bullets
		5362	00	Inf credits
		DFE9	00	Inf. time
The plot		1062	00	Inf. fuse
Tir Na Nog		9ACE	00	Invulnerable
		AØ83	18	Unlocks doors
Marsport		7456	18	Unlocks doors
Fairlight		75AB	18	Unlocks doors

Inf. life Unlocks doors 3865 3208 Inf. life Inf. Brooch (1) 3FR5 aa. Inf. carpet (2) Bombfusion 4472 Inf. lives Inf. time Auf Wiedershen Monty Inf. lives Knightmare 3967 Inf. Candle

The Multiface Way

Good grief, what's all this gibberish in this box, then? Well, it'll all make sense to anyone who has one of Romantic Robot's Multifaces. These little black boxes plus into the back of your machine and let you 'freeze' games and then cheat!

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both, it's worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

- a) Load the game as normal.
- b) Press the RED button on the MULTIFACE.
- c) Press "T" for tool.
- d) Press "*" to make sure you select the code.
- e) Press "H" for HEXADECIMAL input.
- f) Press "SPACE" for input.
- g) Type in the ADDRESS (4 characters, e.g. 3A7C)
- h) Type in the POKE (two characters, e.g. A7)
- i) Press "RETURN"
- i) If there is more than one poke goto (f)
- k) Press "ESC" back to the menu.
- I) Press "R" return to the game.

Traps

If you can't avoid a trap, compact a lot of lemmings together and only a few will die when they go through a trap - lemmings die one by one.

Lemmings can't fall too far, so when building long ramps, build another ramp parallel so that if any lemmings fall from the main ladder they will fall to the other one and survive.

Puzznic

Frankie Grieco of Wimbledon Chase has a cheat for Ocean's pernicious puzzler Puzznic. "While you're playing," he says, "press R to enter the retry menu and type HELPME. Then press N at any time to skip stages."



Fed up of being stuck on the same old stage in Puzzwic? Frankie Grieco knows a way

We want vour cheats!

Nearly all of the cheats, hints, tips, solutions and pokes in this section are sent in by our readers. We pay £20 for each poke we use on the covertape, and £10 for the best of the tips printed inside the magazine.

So what are you waiting for? Now's your chance to achieve fame and fortune (hey, easy on the fortune! - ed) via the pages of Amstrad Action. Send your cheats etc to:

> **Cheat Mode Amstrad Action Beauford Court 30 Monmouth Street** Bath **Avon BA1 2BW**

Don't forget to include a stamped SAE if you want your material returned. With maps, remember that these pages are black-and-white, so don't spend ages drawing in colour!

Don't forget! If you desperately need specific game poke, write in to the POKES REQUEST spot at: Cheat Mode, Amstrad Action, 30 Monmouth Street, Bath, Avon BA1 2BW. There's also the HELP! column (opposite) for all your other queries

AMSTRAD ACTION October 1992

HELP

on the back of an envelope) to:

Games Helpline Amstrad Action Beauford Court 30 Monmouth Street Bath Avon BA1 2BW

Wanted: Lemmings, North and South and others (preferably on disk). Will swap with Soccer Stars Wrestlemania and loads of others Neal, 0602 734438

Would someone wish to do a swap/lend me Sly Spy tape or disk, and I will give you two of these five: Terminator 2. WWF. Shadow of the Beast. Bart Simpson vs The Space Mutants (all on tape with cheats) and Golden Axe (disk). Alex, 021 745 8841

I am trying to get a copy of Gazza for the GX4000. I will pay £25 for a second-hand copy. James, 0256 880557

Can anyone solve level 27 on Lemmings for me? I'm stuck! Len. 0602 293765

Wanted: North and South for Shadow Dancer. Simon 0270 589698

How do I get the pearl in Mermaid Madness (from Electric Dreams) without getting trapped? Paul, 021 580 0458

Wanted: Loriciel's Skweek on disk. Pete, 0621 854093 after 5pm

Help needed on Spellbound Dizzy. I can save Dylan and Grand Dizzy, but I can't get any further. Graham. 087 64611

Desperately wanted: Indiana Jones and the Last Crusade or Final Fight. Will pay up to £5.

they started. (You must be joking! - ed) Fodd 0630 655599

Help! Can anyone tell me how to get out of the first two rooms in Knightmare. I'm desperate! Carl. 0423 888769 after 6pm

disk.

Scott, 0326 250666

Has anyone got a copy of Mike Singleton's Lords of Midnight for the 6128? Preferably disk but tape's fine. Will swap or pay reasonably. Rosemary, 0697 351032 after 5pm weekdays

If you're stuck on a game, or you simply can't get Can someone please tell me where I can get hold of an old classic, send a postcard (or write Thunderbirds on disk? Tips for Spellbound Dizzy would also be helpful. Richard 081 859 1350

> How do you get past the shark in Everyone's a Wally without getting killed? Colin. 091 373 4825

Desperately wanted: Rick Dangerous 2 on disk. David, 0292 41721 after 6pm

Help needed on Spellbound Dizzy. How to get past spare ore crusher? Where is Dozy? **V**al, 0744 53804 5-9pm Monday-Thursday

Wanted: Double Dragon 1 and Seymour goes to Hollywood (tape originals). For Ninja Commando and Football Manager and Football Manager World Cup Edition (tape originals). Stephen, 0698 827177

Wanted: Elite on disk. Will pay. 0623 747346 after 6pm

Help wanted on Xenon. How do you destroy the first sector guardian? Alex. 0344 776502 after 3:30pm

Desperately wanted: Shadow Dancer on tape. Matthew 0942 727297

Wanted: Bards Tale or Lords of Chaos tape/disk. Thurstan, 081 940 8877 after 5pm

Wanted: Dan Dare for the 464 Stan. 0533 834246

Help wanted on Platoon. I can not find my way out of the tunnel network, has anyone got a map?l can offer help with Dizzy 1, 2, 3 and 4. Sean, 0532 441386

Help! In Spellbound Dizzy, where are the yolkfolk except Dylan and Grand Dizzy, and how do you rescue them? Huw, 0929 436208 after 4pm

Desperately needed: all Multiface cheats since Games wanted: Double Dragon 3, Out Run Europa and others. Will swap Rick Dangerous 2. Terminator 2 and others. Wayne, 071 700 0715

> Does anyone know where the secret room in Rainbow Islands is? Daniel, 0209 890264 4-6pm

I need a cheat or poke for The Untouchables on I need the password to Level Two of Saigon Combat Unit. John, 0382 553557 4:30 - 9:00pm

> Has anyone got a cheat for Arkanoid, as I cannot get past Level 9. Help given on Saigon Combat Unit (hey, ring the guy above! - ed), Batman the Movie and Dizzy 1 & 5. Stuart, 0383 510609



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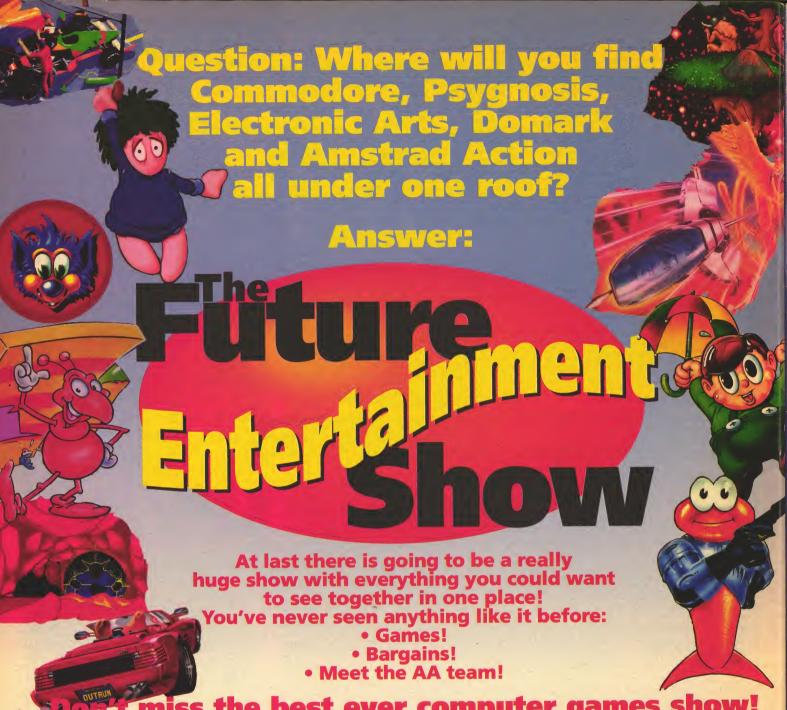
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Make some noise!

Checked out our centre pages music feature yet? It's OK, innit? The feature's not over till the fat lady sings, though, and next month a fat lady (or alternatively, Adam) will be singing on our covertape. Inside the mag, full details of how the CPC was used to produce the song...



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It's probably the most hyped CPC game of all time, as a result of having been the basis of our How a Game is Made series (which finished this month). But is it any good? Next month we've got the full, objective review. No holds barred, no compromises



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